

Ultimate Mortal Kombat 3

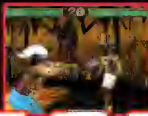
War Gods

Panzer Dragoon Zwei II

NBA Shoot Out



Saturn



Arcade



Saturn



PlayStation

GAMEPRO

THE #1 VIDEO GAME MAGAZINE

Issue
92

Nintendo 64 • PlayStation • Saturn • SNES • Genesis • 3DO • Neo-Geo • Arcade • Handhelds • PC



Killer Instinct 2

Killer Tactics & Combos!

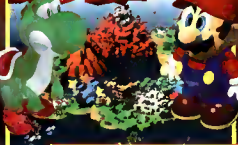
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- VR Soccer '96
- Magic Carpet
- Earthworm Jim 2
- Night Warriors: Darkstalkers' Revenge



Super Strategy!

SUPER MARIO RPG



NEWS YOU CAN USE

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IT QUILTS!

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- Ken Griffey Jr.'s Winning Run

CODES FOR:

Donkey Kong Country 2 • Street Fighter Alpha • Clockwork Knight 2

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May 1996

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05

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If the suspense doesn't kill you, something else will.

Mission Briefing: Problem reported at Bio-Weapons Research facility in Raccoon Hills. No communication with Science Staff in six weeks. No response

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all the 3-D realism,

other wannabees—uh,

the basketball game



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by
phone**

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Super NES ProStrategy Guide

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Game Enhancers

Tons of Game Genie codes for SNES and Genesis games!



X-Men: Children of the Atom (Genesis)

Now you control the X-Factor with this comprehensive move list for the ten mutants in X-Men.

Darkstalkers (PlayStation)

Standard and super moves for the ten creatures of the night!

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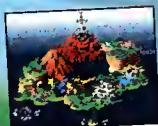
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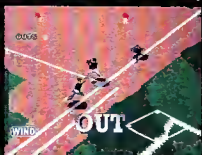


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More Bam Bam for Your Buck

Nobody demands more out of their purchases than video gamers. Think about it: Restaurant patrons don't study their meals in search of unseen bonus desserts, people who buy a new dishwasher don't look for secret codes that'll make their machines perform extra tricks, and book lovers don't expect to access a hidden character in a new novel. But video gamers expect these cheats and more.

Gamers get really steamed when they feel that someone else is getting an advantage. Check out the letter from Lynda Chastain: Like many other gamers who wrote to us, she expected to find two more characters in Acclaim's WWF WrestleMania: The Arcade Game for the SNES. Unfortunately, games change when they jump to different systems, a fact we all learned when we saw Mortal Kombat's Genesis blood and SNES sweat. More recently, Primal Rage for the SNES dropped the "shower" fatality found in the Genesis, and NHL '96 for the Genesis lost the SNES's hidden teams.

Lynda, like other peeved gamers who wrote to us, only wanted what everybody else seemed to be getting: Bam Bam Bigelow and Yokozuna. But after talking with Acclaim, we don't think the company misled anyone. An Acclaim spokesperson pointed out that the SNES box and manual both show only six characters. The fine print in the ads for the game says that the eight wrestlers are in the other versions, not in the SNES cart. The poster does show Yokozuna, but only as a participant in the original arcade game. The spokesperson also told us that despite widespread rumors to the contrary, the SNES game contains no secret codes for accessing Yokozuna and Bam Bam.

There are several lessons to be learned here. Gamers: Study ads, manuals, and packaging carefully so you know what you're getting. Read *GamePro* for the straight scoop (our SNES ProReview in the February issue protested Yokozuna and Bam Bam's disappearance). And, game companies, don't ever tell gamers they can't do something. That only makes 'em more determined to find a way to do it.

The GamePros
comments.gamepro@iftw.com
San Mateo, CA



Cart Protest

Cart Protest

I'm totally ticked off by the false advertising for video games. The packaging, poster, and manual for WWF WrestleMania: The Arcade Game all show Yokozuna and Bam Bam Bigelow in the game for a total of eight selectable wrestlers. Wrong! The SNES game has only six characters: Yokozuna and Bam Bam are missing. Unfortunately, I can't take the cart back, because retailers won't accept returns unless the games are broken. So I'm stuck with an inferior product. I'm another victim of false advertising.

Lynda Chastain
Era, TX

Toxic Tommy replies:

Sorry, but you're off base, Lynda. See "More Bam Bam for Your Buck" at left for the results of our research into your accusation.

Why are the prices of SNES games going up so fast?

"Pitchski"
Internet

The Black Widow replies:

The average price of SNES games is edging past \$70 for two reasons: One is the law of supply and demand, which dictates that when fewer items are available, the price of those items will be higher. Not as many SNES games are being sold now as in years past, so gamemakers must charge more in order to make a profit on those games that do sell. The other reason is that today's SNES games have much more memory than yesterday's

games, so they're more expensive to produce. Carts with 16 or 24 megs of memory are common now, whereas a few years ago most games had only 8 megs. Unfortunately, those extra chips are expensive, but the payoff is in the kind of gameplay you find in *Donkey Kong Country 2*—gameplay not possible on 1993's 8-meg carts.

Internet Interest

How do you get into the *GamePro* chat room on America Online?

"Chromeyes"
Internet

The Net Nut replies:

Join the wild *GamePro* chat room by typing the keyword **gamepro**. Then go to the Communications Center, and from there enter the *GamePro* Online Chat Room. Find out which *GamePro* editors will be in the chat room that afternoon by clicking on the Editor of the Day Chat Schedule.

More Mortal?

Will there ever be a sequel to last year's *Mortal Kombat* movie?

"AMARC36035"
Internet

Doctor Devon replies:

We have two answers for this question. One is from New Line Cinema, the studio that made the movie. A spokesperson says, "We are always discussing the possibility of a sequel, but there's nothing definite to announce yet." The

other answer is from a key insider at Williams, the game development company, who says the script has already been approved and plans are under way for a sequel to be released in mid-1997. By the way, another sequel is coming to the big screen next year: the latest Batman follow-up, this one with Alicia Silverstone as Batgirl, Uma Thurman as Poison Ivy, and possibly Arnold Schwarzenegger as Mr. Freeze.

The Magazine Biz

In your November 1995 issue you advertised the Mortal Kombat Doom Match and Conquer Sweepstakes. Unfortunately, the contest wasn't open to residents of New York, Florida, Rhode Island, and Canada. Why not? Why am I ineligible because of where I live?

Dan Kohler
Bethpage, NY

Scary Larry replies:

We'd love to include everybody in our contests and sweepstakes, but ultimately it's not our decision. Certain states and countries have restrictions on contests that award prizes, which means their residents can't participate. Write to your state legislators if you want to make a change in your state's policy.

Complaint Corner

I've noticed a trend in fighting games that's beginning to bug me: Why are characters so unbalanced? For instance, in Marvel Super Heroes, you must pick certain characters to beat certain others; if you have the wrong character, there isn't much you can do to attack. I just want more balance.

"TrueHanzo"
Internet

Reader Report

When MK 3 came out, I didn't think it was much better than MK II. But somehow I got completely addicted! I don't like the game that much, but I can't stop playing it. I need serious help. Please help me, or if you can't, then kill me.

Chris Mead
Windsor, MA

Coach Kyle replies:

We've all been hooked on games that we didn't think were that good. So what's the most addictive game ever? Don't tell us the best game ever; tell us one that you knew from the beginning wasn't that great but that you somehow couldn't stop playing. Send your one nominee to the address below, and we'll report the results in an upcoming issue.

E-mail us your comments through America Online or at this Internet address:
comments.gamepro@ftw.com

Celebrity Circle

Ian Belward of Derby, Connecticut, asked for Jim Carrey's address; we found it, tried it out, and received a big photo that reads "Spank you very much," with an autograph. Write to:

Jim Carrey
c/o Bartels Co.
P.O. Box 57593
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Jay Atkins, Rochester, NY



John Clark, Portage, MI



Ricardo C.C. Jackson
Cleveland, OH

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By The Watch Dog

Hey pups! We get so many questions about 900 lines (our own included) that we decided to investigate how they work and how much they cost. With summer fast approaching – which means gamers will be home playing video games – info like this should come in handy.

Q:

I recently called the Sega Consumer Service Line to get tips on games. A recording said to call 900/220-SEGA at 95 cents a minute for more info. Why did they switch to a 900 line? It's expensive, and not everybody can call the 900 numbers. I know I can write to Sega for tips, but it takes three weeks to get an answer. What do I do?

Dwayne Thompson, Bladenboro, NC

A:

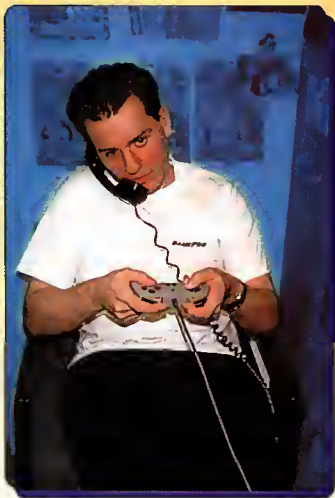
Everybody knows that the video game industry has suffered through some extremely tough times in the last year. One group hit especially hard by recent financial problems is live game counselors. For years software companies have provided phone lines for tips and tricks, but lately many companies have cut back on their live counselors. For instance, LucasArts and Sierra On-Line have gone exclusively to providing taped information, while others like American Sammy have eliminated their game hints altogether. Some companies, such as Capcom and Sega, offer

both live counselors and taped information.

Because gamers are faced with so many changes, the Watch Dog decided to investigate the world of game-counseling phone lines. Check out the extensive chart on the following pages for phone numbers, hours of operation, costs, and type of service offered by the video game companies' tip lines.



The industry standard for game hints has long been the Nintendo line. Currently Nintendo maintains two numbers – a toll call with taped information, and a 900 line to reach a room stocked with over 120 counselors handling about 15,000 calls a day (like game counselor Jenne Pierca, pictured above). Nintendo even offers bilingual counselors who speak French and Spanish.



Is It Live or Is It Tape?

There's one main reason why software companies have switched to 900 lines with taped information: It's far cheaper to run a 900 line than it is to pay counselors to answer the phones. A 900 line can also be very lucrative, generating enormous revenues with charges that average \$.95 a minute. Unfortunately, this cost can be prohibitive to gamers, leading some families to block 900-line access for their tip-starved gamers.

What do you get for your \$.95 a minute? If the 900 line provides only taped info, you'll usually hear a lengthy menu that gives you answers to the most commonly asked gameplay questions. A typical tape will offer choices such as, "To beat the Level One boss, press one; to find Level Two's Magic Wand, press two," etc. Choices and information are updated as often as once a week. The obvious problem, of course, arises when your question isn't among those offered in the menu.

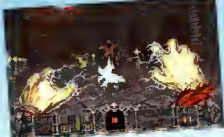
Live and In Person

Even when you do call a counselor, you may not get all the help you need when you need it. Last summer Activision told its callers there was up to an hour's wait to talk with a counselor, thanks to the flood of calls regarding Mechwarrior 2000 for the PC. Call Atlus or Jaleco, and you'll be calling the one counselor they have, so hopefully he's not out sick.

Having reached a counselor, you may find that this person is truly a game counselor, someone who knows the games inside and out. Often, however, the "counselor" has a different title, anything from programmer to office administrator, and they are unable to solve all gameplay problems. **E**

HELP!

Game Players Service, Inc. is a new service that helps gamers who are stumped by PC games like Mechwarrior II, Phantasmagoria, and Hexen.



Get help on Hexen from Game Players Service, Inc.

Located in Redmond, Washington, GPS's counselors use a vast database to help solve games and provide hidden hints and cheats. Reach the GPS counselors at 900/438-4468, seven days a week from 9 a.m. to 9 p.m. PST. Calls cost \$1.99 per minute.

PHONE #1'S

BFD Productions is the company that sets up most of the 900 lines for software companies. Bruce Dyer, BFD's president, gave us these 900-line facts.

Number of calls to 900 lines: 2000-100,000 per month, depending on the company

Game genre that generates the most calls: RPGs (has almost nine times more caller-minutes than shooter games)

Average length of call to 900 number with counselor: 3.5 minutes

Average length of call to 900 number with tape: 3 minutes

% of callers opting for counselor rather than tape: 15%

Busiest season: Dec. 25-April 1

Busiest week: Dec. 25-Jan. 1

Second-busiest calling period: The Monday of any three-day holiday

Busiest time of the day: The 3-4 hours after school

New additions to 900 lines: Ability to purchase mailed or faxed strategy guide

Make Your Call Count

- ☒ Know in advance: Where you are in the game, the names of characters and objects
- ☒ Best hours to call: M-F 6 a.m.-7 p.m. PST
- ☒ Avoid these peak days: Dec. 25-Jan. 1 and holidays
- ☒ Write out your questions in advance so you don't waste time on the long-distance call
- ☒ Have pen and paper ready to write down detailed answers

At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware

P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at:
buyers_beware.gamepro@ftw.com

Here's whom to call, and what you can expect.

Data subject to change without notice.

| Company | Phone | Hours | Cost | Live/Taped |
|----------------------|--|--|--|--------------|
| 3DO | 415/261-3454 | M-F 9 a.m.-5:30 p.m. PST | Toll call | Live |
| Absolute | 201/818-8878 | M-F 10 a.m.-5 p.m. EST | Toll call | Live |
| Acclaim/Flying Edge | 516/759-7800 | Tape: 24 hrs.; live: M-F 9 a.m.-7 p.m. EST | Toll call | Both |
| Accolade | 408/296-8400 | M-F 8 a.m.-5 p.m. PST | Toll call | Live |
| Activision | 310/479-5644 (live) 900/680-4468 (tape) | M-F 9 a.m.-6 p.m. PST 24 hours | Toll call \$.95/minute | Live Tape |
| American Laser Games | 505/880-1718 | M-F 8 a.m.-5 p.m. MST | Toll call | Live |
| American Softworks | 203/327-6545 ext. 328 | M-F 9 a.m.-6 p.m. EST | Toll call | Live |
| Atari | 900/737-2827 | 24 hours | \$.95/minute | Tape |
| Atlus | 714/852-2351 | M-F 9 a.m.-5:30 p.m. PST | Toll call | Live |
| Bethesda | 900/884-4687 | 24 hours | \$.95/minute & \$1.25/minute | Tape |
| Capcom | 408/774-0400 900/680-2583 | M-F 8:30 a.m.-5 p.m. PST 24 hours | Toll call \$.95/minute & \$.75/minute | Live Tape |
| Crystal Dynamics | 900/737-4767 | Tape: 24 hours; live: M-F 9 a.m.-5 p.m. PST | \$.85/minute | Both |
| Culturebrain | 206/882-2339 | M-F 9 a.m.-5 p.m. PST | Toll call | Live |
| Data East | 408/286-7080 ext. 23 | M-F 8:30 a.m.-5:30 p.m. PST | Toll call | Live |
| Digital Pictures | 415/345-0445 | M-F 9 a.m.-6:30 p.m. PST | Toll call | Live |
| Demark | 415/513-8929 | M-F 8 a.m.-5 p.m. PST | Toll call | Tape |
| Dynamix | 206/644-4343 | M-F 8 a.m.-6 p.m. PST | Toll call | Live |
| Electrobrain | 900/903-8477 | 24 hours | \$.99/minute | Tape |
| Electronic Arts | 900/288-6468 | 24 hours | \$.95/minute & \$.75/minute | Tape |
| Enix | 206/861-4927 | M-F 10 a.m.-5 p.m. PST | Toll call | Live |
| GameTek | 800/439-3995 900/903-4263 | M-F 9 a.m.-5:30 p.m. EST 24 hours | Free \$.80/minute | Live Tape |
| Hot-B | 415/567-9501 | M-F 9 a.m.-5 p.m. PST | Toll call | Live |
| Hudson Soft | 415/871-8895 | 24 hours | Toll call | Tape |
| Id Software | 303/339-7111 | M-F 9 a.m.-11 p.m. MST | Toll call | Live |
| Interplay | 900/370-7529 | 24 hours | \$.125/minute & \$.75/minute | Tape |
| Jaleco | 708/215-2359 | M-F 10:30 a.m.-3:30 p.m. CST | Toll call | Live |
| JVC | 310/225-5777 | M-F 9:30 a.m.-6 p.m. PST | Toll call | Live |
| Koei | 415/348-0500 | 24 hours | Toll call | Both |
| Kanami | 900/896-4468 | Tape: 24 hrs.; live: M-F 8:30 a.m.-5 p.m. CST | Tape: \$.85/minute; live: \$1.15/minute | Both |
| LucasArts | 900/740-5334 | Tape: 24 hrs.; live: M-F 8:30 a.m.-4:30 p.m. PST | \$.75/minute | Both |
| Megasoft | 900/454-6888 | 24 hours | \$.95/minute | Tape |
| Microprase | 410/771-1151 900/933-7529 | 24 hours 24 hours | Toll call \$.95/minute | Both Tape |
| Mindscape | 800/409-1497 | 24 hours | Free | Tape |

Here's whom to call, and what you can expect.

| Company | Phone | Hours | Cost | Live/Taped |
|-----------------------------|---------------------------------|--|--|--------------|
| Namco | 408/922-0712 | 9 a.m.-7 p.m. PST | Toll call | Live |
| Nintendo | 206/885-7529 900/288-0707 | 24 hours M-Sat. 4 a.m.-midnight, Sun. 6 a.m.-7 p.m. PST | Toll call \$.95/minute | Tape Live |
| Ocean | 408/289-1411 ext. 222, 234, 265 | M-F 8 a.m.-5 p.m. PST | Toll call | Live |
| Panasonic Software | 408/653-1898 | M-F 9 a.m.-5 p.m. PST | Toll call | Live |
| Playmates | 714/562-1743 ext. 176 | 9 a.m.-5 p.m. PM | Toll call | Live |
| Psygnosis | 900/933-7669 | Tape: 24 hrs.; live: M-F 9 a.m.-5 p.m. PST | Tape: \$.95/minute; live \$1.15/minute | Both |
| Readysoft | 905/475-4801 | 24 hours | Toll call | Tape |
| Rocket Science | 415/508-8461 | M-F 8 a.m.-5 p.m. PST | Toll call | Live |
| Sanctuary Woods | 415/286-6110 | M-F 7 a.m.-10:30 p.m., Sat. 8:30 a.m.-5:30 p.m. PST | Toll call | Live |
| Sega | 900/200-7342 | 24 hours | \$1.05/minute & \$.85/minute | Both |
| Seta | 702/795-7996 | M-F 9 a.m.-5 p.m. PST | Toll call | Live |
| Sierra On-Line | 900/370-5583 | 24 hours | \$.75/minute | Tape |
| Silent Software | 818/243-0313 ext. 987 | 24 hours | Toll call | Tape |
| SNK | 310/214-9784 | M-F 8 a.m.-5 p.m. PST | Toll call | Live |
| Sony Computer Entertainment | 900/933-7669 | Tape: 24 hrs.; live: M-F 9 a.m.-5 p.m. PST | Tape: \$.95/minute; live \$1.15/minute | Both |
| Spectrum HoloByte | 510/522-1164 | 24 hours | Toll call | Both |
| Squaresoft | 206/861-0303 | Tape: 24 hrs.; live 8 a.m.-5 p.m. PST | Toll call | Both |
| SSI | 900/737-4468 | 24 hours | \$.95/minute & \$.75/minute | Tape |
| Taito | 900/737-4468 | 24 hours | \$.75/minute & \$1.25/minute | Tape |
| Tokuro | 212/689-1212 ext. 413 | M-F 5:30 p.m.-9 a.m. EST | Toll call | Tape |
| Take 2 Interactive | 900/288-2532 | 24 hours | \$.95/minute & \$1.25/minute | Tape |
| Tecmo | 310/787-2900 | M-F 8 a.m.-5 p.m. PST | Toll call | Live |
| T-HQ | 818/501-3241 | M-F 9 a.m.-5 p.m. PST | Toll call | Live |
| Time Warner | 408/439-3999 | M-F 9 a.m.-5 p.m. PST | Toll call | Live |
| Trode west | 903/874-5092 | M-F 9 a.m.-5 p.m. CST | Toll call | Live |
| Tsunami | 900/903-9283 | 24 hours | \$.80/minute | Tape |
| Ubi Soft | 415/464-4440 ext. 14 | M-F 9 a.m.-5 p.m. PST | Toll call | Live |
| U.S. Gold | 900/288-4263 | 24 hours | \$.85/minute | Tape |
| Vic Tokai | 310/326-8880 | M-F 9 a.m.-5 p.m. PST | Toll call | Live |
| Virgin | 714/833-1999 900/288-4744 | M-F 8 a.m.-5 p.m. PST 24 hours | Toll call \$.75/minute | Live Tape |
| Westwood | 900/288-4744 | 24 hours | \$.75/minute | Tape |
| Williams | 903/874-5092 | M-F 9 a.m.-5 p.m. CST | Toll call | Live |
| Wisdom Tree | 714/993-6515 | M-F 8 a.m.-4 p.m. PST | \$.75/minute | Live |
| Working Designs | 916/243-3417 | 24 hours | Toll call | Tape |

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Electronic Entertainment

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Computer Gaming World

"The best baseball sim currently available"

Electronic Entertainment

"★★★★★"

Fusion

"A fine baseball simulation that is sure to please even the most discerning baseball fan."

Computer Gaming World



The all-time best-selling simulation of baseball! With a new, "closest-to-the-plate" camera view, you're twice as close to the action, with the largest strike zone in the game!



Our complete "stats construction set" instantly puts every stat and rating under the sun at your fingertips. Create unlimited custom stats displays for the ultimate managerial thrill!



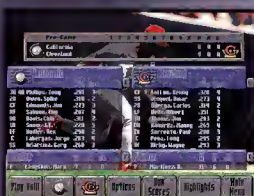
New player animations are smoother and more detailed, letting you aim for the inside corner. "Zoom In" baserunner windows let you make your best pick-off move to the bag.



Create your own players from scratch, or modify any player's ratings, or even their physical attributes! The resulting player will be true-to-life, on-field and off.



Optional wide-angle pitcher and better views recreate the traditional look of a broadcast baseball game. In beautiful 256-color SVGA graphics!



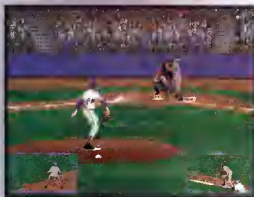
Hot new user interface gives you instant access to any feature. View and manage your team from the field, from the dugout, and from the General Manager's office!



It's all here: pick-off plays, hit and-run, suicide squeeze, towering pop-ups, and more. The ultimate simulation of baseball, for everyone who loves the game!



Watch your best reliever warming up in the bullpen, and analyze your starter's fatigue, pitch count, and performance. When he's ready to go, you're ready to go!



Experience the best of baseball history with the bonus "Legends" League—12 great legendary teams from history, come to life in 12 beautifully rendered old-time stadiums.



For maximum variety in gameplay, change any manager's tendencies on any team and see the results play out on the field and in the stats.



This "fifth generation" fielding simulation has additional play animations, baseball plays, and graphics realism, resulting in true-life baseball gameplay.



See for yourself
For demo:
<http://www.MindSpan.com/MindSpan/hb5.html>



PRO NEWS

May 1996

Adios, Atari

The persistent rumors have finally come true: Atari left the video game business. Three weeks after Atari's president resigned amid speculation that the company was getting out of video games, Atari merged with JTS Corporation, a manufacturer of computer disk drives based in San Jose, California. JTS executives will run the merged company, and Atari will temporarily function as a JTS subdivision. According to Multimedia Wire reports, Atari is simultaneously trying to license its hardware, software, and patents to other companies, hoping that they will supply gamers with the video games that Atari will no longer produce.

The results are grim for Atari fans because all indications are that the founding video game company has quit making systems and games altogether. Company insiders say that the last new Jaguar games are Brett Hull Hockey and Attack of the Mutant Penguins, with no others in development. If no companies buy up Atari's licenses, no more games will even be possible, since sources tell *GamePro* that no video game production staff works for Atari, no future Jag or Jag CD games have been in development for months, and even the recently formed PC division, Atari Interactive, has been completely liquidated.

Starting in 1994, Atari had pinned its hopes on the Jaguar, figuring that this 64-bit machine would get a jump on Sega's and Sony's 32-bit systems and the much-delayed 64-bit system from Nintendo. The

Jaguar, however, has still sold only about 150,000 units, a feeble figure quickly surpassed by the hotter-selling PlayStation and Saturn.

Hampered by a slow trickle of software and a lack of third-party games, the Jag never took off as Atari expected, and its CD add-on was never really taken seriously. So, to dump its supply of Jags, Atari slashed the system's price to \$99 just before Christmas. The rumors of impending doom that began to circulate over the holidays intensified when Atari President Ted Hoff abruptly resigned January 18 (see "ProNews," April).

The Life and Death of Atari

1972 – Nolan Bushnell founds Atari and leads off with two successful arcade games, Pong and Pac-Man

1976 – Warner Communications buys Atari from Bushnell

1978 – Bushnell leaves to start Chuck E. Cheese restaurant chain

1980 – Sales of Atari's home systems hit \$415 million

1983 – Collapse of video game market; Atari is \$533 million in the red

1984 – Jack Tramiel, formerly CEO of Commodore, buys Atari

1986 – Atari posts profit of \$25 million

1988 – Atari profits peak at \$452 million

1993 – With profits down to \$29 million, Atari introduces the Jaguar

1994 – Sega pays \$40 million to use Atari patents

May 1995 – Sega releases the Saturn

September 1995 – Sony releases the PlayStation; Atari posts third-quarter losses of \$13 million

January 18, 1996 – President Ted Hoff resigns

February 13, 1996 – Atari merges with JTS



Inside Scoop

Nintendo 64 Late in Japan!

Nintendo has postponed the launch of the Nintendo 64 in Japan. Scheduled to release the much-delayed system this month, Nintendo had trouble manufacturing enough Japanese units and consequently decided to bring out the N64 on June 23, according to a Japanese newspaper. This story comes a month after Nintendo officially delayed the U.S. launch until September 30.

Speaking of the N64, Nintendo has another company joining its Dream Team of exclusive developers. Ocean is now onboard to make a 64-bit game based on Tom Cruise's latest flick, *Mission: Impossible*. The movie's coming out May 22, but the game is still a year away.

Sierra Merges with CUC

The venerable software company Sierra On-Line has merged with CUC International in a transaction valued at more than \$1 billion. The market-share leader in PC games for 1995, Sierra has the largest in-house development group in the industry and made King's Quest, Leisure Suit Larry, and Phantasmagoria for the PC. CUC is a 20-year-old membership-services company that connects 40 million users with shopping, dining, travel, and financial companies. In a press release, Sierra CEO Ken Williams said that the new company's combined talents in interactive entertainment and electronic commerce strongly positioned it to take advantage of the expanding Internet marketplace.

Saturn Spinning Off to the Internet

Get on the Internet through your Saturn. That's Sega's plan, according to formal announcements made this spring. The news confirms earlier speculations first reported in "ProNews" back in January.

The new "Saturn Internet" (the name is still to be determined) will possibly have a modem, cabling, and a keyboard that will enable users to browse the World Wide Web on their TVs. Sega hasn't announced prices or release dates yet, though the *San Francisco Examiner* said on February 19 that a new Saturn with the Internet peripheral will cost between \$400 and \$450 (currently, a new Saturn costs \$299).

Sega spokesperson Terry Tang says that Sega's looking at all the packaging options, and she refused to say if there would indeed be a keyboard included. Some form of the Saturn Internet may be available in Japan as soon as this month.



Celebrity Sightings

As in years past, big software companies are allying themselves with Hollywood to add names to their games. Acclaim Entertainment, Tiger Electronics, and Sega Pinball have signed up to make games based on *Space Jam*, the upcoming live-action/animated film starring Michael Jordan and Looney Tunes characters. Look for PC, PlayStation, Saturn, Tiger handheld, and arcade games later this fall.

In a sequel to the movie *Escape From New York*, Kurt Russell attempts to *Escape From L.A.* in a new flick and a new game for the Saturn, PlayStation, M2, and PC. The games and the movie are still about a year away.

Later this month sci-fi fans will want to check out *Rivers of Dawn*, Virgin's RPG/adventure title on the PC that stars Rod Roddenberry, son of *Star Trek* creator Gene Roddenberry. And

who can resist a peek at Golden Nugget, a PC gambling game narrated by the one and only Adam West, TV's classic Batman.

Finally, Activision has just inked a deal with Threshold, makers of the *Mortal Kombat*

movie, to bring the Zork PC games to other media. A live-action Zork TV series should be up and running in the next year or two, followed soon by a big-screen feature. **C**

The 2nd Annual Electronic Entertainment Expo Is Coming!

On May 17, 18, and 19 in Los Angeles, every major video game and PC game company in the world will be on hand at the L.A. Convention Center to show off their hot games for 1996. Now you can be there, too!

You can get fresh news straight from the show floor with GamePro Online via America Online and the new GamePro Web site. GamePro editors will conduct live interactive conferences every day, showcasing the hottest games and game developers at E3. Check GamePro Online, the GamePro Web site, and the June issue of GamePro for more info.

Find out what's hot at E3 with Sega of America, Sony Computer Entertainment, Electronic Arts, and more! Also, look for special presentations with the editors of "PC GamePro" for reports on cool PC software, "Role-Player's Realm" for the latest RPGs, and "The Fighter's Edge" for all the killer fighting games.



News Bits

- Sonic lives! Sega has shed a little light on its plans for its superstar hedgehog. Sonic will return before Christmas with a new gal pal, Tiara, to face a new unnamed nemesis in a still untitled game. Of special interest is the list of systems the game will be available for: Genesis, Saturn, Game Gear, Pico, and PC. No Sonic title is in the works for the Sega CD or 32X.
- Wonder why your games are costing more than ever? Part of the reason is the high cost of video game piracy that plagues the industry. A new report from the International Digital Software Association says that software companies lost \$2.5 billion to counterfeiters last year. Nintendo alone lost \$1.3 billion in 1995 to the sale of illegal copies of its products. China, Taiwan, Hong Kong, Russia, Mexico, Venezuela, and Paraguay are identified as the main countries that have let software piracy run rampant.
- Positive signs that the year-long slump in the video game industry may be abating: Two major software companies, Electronic Arts and Activision, posted modest gains for the first three quarters of fiscal 1995. Sanctuary Woods was not as fortunate: Disappointing sales have forced big layoffs, a corporate restructuring, and the cancellation of several upcoming games—including the ballyhooed Journeyman Project: Director's Cut for the Saturn and PlayStation.
- Electronic Arts will bring the popular *Gen13* comic book series to disc. Says *Gen13* creator Jim Lee, "I have every confidence that they [EA] can deliver a fast-action game that captures the look and feel of the *Gen13* comic book series, as well as the humor and playfulness of the characters." Look to 1997 for PlayStation and Saturn games featuring *Gen13*'s fugitive teens.
- More info is coming in about Time Warner Interactive's new Wayne Gretzky hockey game that'll skate into arcades soon (and then onto the Nintendo 64 next fall). It'll be three-on-three plus goalie competition with 360-degree camera rotation around the rink and the National Hockey League Players Association license.
- The Sega Channel is expanding again. Shaw Communications has launched the cable service in Canada in Edmonton, Calgary, and Victoria, while Tele-Communications International says it will begin offering the Sega Channel in Western Europe this year, with New Zealand, Australia, and Israel scheduled to follow.
- Among the toys on display at the spring American International Toy Fair were seven Primal Rage action figures from Time Warner Interactive. The five-inch movable dinos (complete with bonus lava rocks and tiny humans), new books, comics, and contests are already raging in stores.

BLOCKBUSTER VIDEO MAY HOT SHEET

PlayStation

1. Resident Evil
2. Descent
3. Alien Trilogy
4. D
5. Street Fighter Alpha
6. Assault Rigs
7. College Slam
8. Rise 2: Resurrection
9. Cyberia
10. Crazy Ivan

Saturn

1. College Slam
2. Hang On GP
3. Wing Arms
4. Mortal Kombat II
5. Virtua Fighter 2
6. Sega Rally Championship
7. Virtua Cop
8. World Series Baseball
9. NHL All-Star Hockey
10. Off-World Interceptor Extreme

Genesis

1. College Slam
2. NBA Live '96
3. Toy Story
4. Pocalomtas
5. PGA Tour '96
6. Earthworm Jim 2
7. Asahi Real Monsters
8. Gangway
9. Y. Troopers
10. Revolution X

Super Nes

1. College Slam
2. Toy Story
3. Super Mario RPG
4. NBA Live '96
5. Marvel Super Heroes
6. Mega Man X3
7. Dirk Tenzor
8. Donkey Kong Country 2
9. Final Fight 3
10. Asahi Real Monsters

GAMEPRO ONLINE

The Best of GamePro Online

By The Net Nut

GamePro Online races along on America Online every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworld.

Online Options

Some areas you can explore in GamePro Online:

- Chat rooms (live conversation with other gamers)
- Talk with a *GamePro* editor (weekday afternoons at 4:30 p.m. PST in the chat room)
- Message boards (posted comments and tips)
- File Vault (game-related info, including FAQs)
- Archive (current and back issues of *GamePro*)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (industry news as it happens)



Among the downloadable pics in the File Vault is this cool shot from the *Street Fighter II* animated movie, posted by "DVPX25."

NetPro

What's on the Web? Check out these game-related Web sites.

Classic arcade games:

<http://coogntrn.psych.indiana.edu:8001/synersw/vids.html>

In addition to info about games, the coin-op museum in St. Louis, and game auctions, this comprehensive page shows you classic ads for old games.

Genesis cheats:

<http://www.cerf.net/~mjahnke/sega/segachest.html>

Yep, they're all here, everything from Afterburner to Zoom!

Ultra 64:

<http://www.pitt.edu/~ezm/mu64-cop.htm>

Cap Smith's Nintendo Ultra 64 Web Page professes to have the latest and greatest info about Nintendo's new machine.



Go to <http://www.ohiou.edu/~moinley/videgame.html>, and you'll find games, news, links, and other cool stuff for 3DO fans. Among the topics are pages devoted to classic games like *Shockwave* and new games like *Phoenix 3*.

Your **Ultimate** online source for game information!

Glossary of Online Terms

IM (Instant Message): When you're in a public chat room, reach out and touch one person at a time with a personal IM. Just highlight their name from the list of people in the room and send them a message (or "IM them"). They can read your IM, but nobody else in the room can.

Online Conferences

GamePro Online holds many exclusive conferences with loaders and celebrities from the video game industry. One of the most popular conferences this year was with Nintendo's Ken Lobb, the co-creator of *Killer Instinct* and *Kl 2*. Ken answered many questions about his games:

Shoryken: In *Kl 2* did you solve the problem of the excessive turtle play? Ken Lobb: That was the absolute highest priority. I felt that this was not a problem for experts, but it hurt beginners. We now reward the aggressor big time. Death to turtles!!

Job122: If I wanted to buy the arcade version of *Kl2*, how much dough would I have to shell out? KL: \$5000-\$5500

TFrankCool: Will *Kl2* be the same for Ultra 64 [Nintendo 64] or better?

KL: Better, of course. Same engine. All of the animation. Ultra 3D backgrounds. There will be some new stuff too!

Karscool2: How can I get a job doing what you do at Nintendo?

KL: Go to college. Play a lot. But mostly, get lucky!

SSmith489: Would it be possible for a high school student who is very talented in art to become a game designer or computer animator?

KL: Yes, study 3D animation packages, like Alias, Wavefront, and Soft Image. 3D Studio is a good starting point.

Tolwyn: Are there currently any plans for *Kl3*?

KL: Sounds like a plan to me! G



E-mail us your comments through America Online or at this Internet address:
comments.gamepro@ifitw.com



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Williams Entertainment Inc.



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THE CUTTING EDGE

Nintendo

"BULKS" UP N64

By The Whizz

When Nintendo announced the 64-bit Nintendo 64 at its Shoshinkai video game show last November, it also snuck in an interesting announcement concerning the first Nintendo 64 peripheral. A read/writable disk drive is in the works for the N64!

Read'n and Write'n

This disk drive unit, sometimes referred to as the 64DD or the "bulky drive" in the press and online, will enable game players to record new data or customize the games they're playing. Obvious uses include saving built-up characters or souped-up vehicles, but such a drive could enable game companies to provide new levels or scenarios for N64 cartridge games.

The 64DD will use special 3.75-inch magnetic disks, which load into the front of the system. According to Nintendo, these disks will hold approximately 64 megabytes of data, or approximately 16 times the data in a Donkey Kong Country SNES cart.

The entire unit will mount underneath the Nintendo 64 console. Additionally, as a further expansion to the N64 system, the writable disk drive will reportedly come bundled with a 1- or 2-megabyte expansion RAM pack, which will install into the N64 memory-expansion slot. This added memory will beef up the N64 main memory (4 megabytes), and it will be available for use



The writable disk drive will connect to a special slot located underneath the Nintendo 64.

by the magnetic disks, the cartridges, or both.

Games to support the drive are already in development. Nintendo is preparing an N64 version of *The Legend of Zelda*, and Enix has *DragonQuest* in the works.

At Shoshinkai, Hiroshi Yamauchi, chairman of Nintendo of Japan, all but promised that a workable drive will be demonstrated at the show in Japan this fall. **D**



The N64 version of *The Legend of Zelda* will be one of the first games to support the disk drive.

VR FOR THE PLAYSTATION

Virtual I/O has a virtual-reality headset in the works for the PlayStation, and it's even possible that Sony may actually stick its label on the unit. PC gamers may recall that Virtual I/O currently has a headset on the market called Virtual i-Glasses. In fact, you can purchase the i-Glasses with bundled versions of *Descent* or *Tank Commander*, which include drivers for *Magic Carpet* and *Dark Forces*.

The nifty lightweight i-Glasses headset essentially plants a pair of tiny viewing screens in front of your eyes. The binocular design, which projects dual independent images, helps create a 3D effect. However, the real juice behind this VR system is the see-through lens de-

sign, which projects a tiny video image in front of your eye that appears as big as a 40-inch TV screen viewed at a distance of six feet. A mini-stereo system mounted into the i-Glasses stems pumps audio into your VR trip.

An \$800 version of the i-Glasses for PC includes head

tracking capability, so that when you move your head left to right or up and down you view the onscreen terrain in those directions. However, it's not yet clear whether a PlayStation version will incorporate this cool, but rather expensive technology.



Will Virtual I/O i-Glasses make the PlayStation the first home virtual-reality system?

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A Player's Guide to Power Peripherals



By The Lab Rat

Hey, the spring season has finally arrived! But we're ignoring the warm weather and staying inside, eatin' cheese logs, drinkin' cold coffee, and playin' with these new PlayStation peripherals.

PlayStation Bait

Tired of waiting around for those stingy game companies to release PlayStation cheat codes? Well, wait no longer because the **Game Shark** from **STD** comes pre-loaded with 64 cheats for 21 PlayStation games.

Plugging into the I/O port on the back of the PlayStation, this fairly inobtrusive cart offers you a menu screen of cheats like infinite energy in MK 3, WrestleMania, and Extreme Games. Better codes include unlimited rockets and unlimited shotgun shells for Doom, and for Ridge Racer

you're given the keys to the almighty black car.

While this piece of hardware won't search for codes, it will save up to 9999 new codes as you enter them, unlike the 16-bit Game Genies. New codes are available in *GamePro* and through STD's 900 line (\$1.29 a minute), World Wide Web page (\$17 for a personal password), and by mail through STD's Dangerous Waters club (\$12 for a one-year membership).

Although some of the pre-loaded cheats aren't that exciting, STD appears to be dedicated to making more codes available. If you're a real cheat hound and can't wait for PlayStation codes and passwords, this \$60 investment just might be for you.

Big (But Not Advanced) Pad

If you have hands the size of a pro basketball player's, you may be interested in the **Advanced PlayStation Control Pad** from Naki. If you don't, this large PlayStation controller won't do much more for you.

The Advanced Pad's design is similar to the stock model that comes with the PlayStation; both are made of the same heavy-duty plastic, have the same sloping

grips, and are identical in button size and configuration. The Advanced Pad, however, has much wider sides that make you really stretch to hit the top buttons. While the directional pad's diagonals take some breaking in, the pad itself is wide and offers decent control. The buttons are durable and springy, and the added slo-mo and turbo (one speed) options are inobtrusive and easy to use.

If you need more controller to hold onto, at 20 beans this pad with an eight-foot-long cord is a fairly safe bet. But if a bigger pad isn't a necessity for you, there are better alternatives than this one.

P.S. You're the Best

Are you having a hard time finding the right joystick to complement Street Fighter Alpha for the Play-

Station? Then look no further than the **PS Arcade** from **STD**.

A little adjustment time is all you'll need before you're playing like a pro on this sturdy black controller. Built with a wide base that rests comfortably on your lap and supports both hands, the PS Arcade lays out eight large, springy buttons that enable you to configure the controls like the controls for a six-button fighting game. The solid joystick is just the right size and responds fairly well to the rigors of fighting-game movements. Extra features include auto-fire, four speeds of rapid fire, and three slow-motion speeds, which are indicated on an LED display.

While the PS Arcade is by no means a true coin-op-quality stick, for \$59.95 you're definitely getting the best of what's out there. ☐

Controller



Advanced PlayStation Control Pad

System: PlayStation

Features: It's bigger, offers turbo-fire and slo-mo, and has an 8-foot cord.

Price: \$19.99

Available: Now

Contact: Toy and electronic-gaming stores or contact Naki at 800/626-6254

Peripheral



Game Shark

System: PlayStation

Features: This cheat cart comes pre-loaded with 64 codes for 21 games, and it will store up to 9999 codes in memory. Of course, new codes come at a price.

Price: \$59.95

Available: Now

Contact: Electronic-gaming stores

Controller



PS Arcade

System: PlayStation

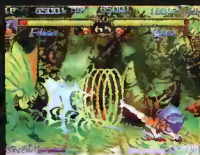
Features: Auto-fire, four rapid-fire speeds, and three slo-mo speeds

Price: \$59.95

Available: Now

Contact: Toy and electronic-gaming stores





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64 and Counting!

What's happening with the Nintendo 64?

Nintendo's main man outlines the company's N64 war plan.

By The Undercover Lover



"If the Nintendo 64 is as good as we think it's going to be and the software's as good, game players will be glad they waited," says Howard Lincoln, chairman of Nintendo of America.



Nintendo 64 could be the best game system that nobody's ever played. Howard Lincoln, chairman of Nintendo of America, explains why the company decided to delay the 64-bit system's U.S. launch until September and tells us why gamers will be glad it did.

GamePro: How will delaying the Nintendo 64 launch impact the video game world?

Howard Lincoln: This launch is critical not only for Nintendo but for the video game industry. This industry is going to go through peaks and valleys, and it's fair to say there's a valley right now. There are a lot of people counting on the momentum that this launch will create, which is the reason we want to get it exactly right.

GP: Why did Nintendo change the N64 launch date?

Lincoln: The primary factor that was driving the decision to change the release date

The Evolution of the Nintendo 64

Note: Red denotes game news, blue denotes hardware news

March 30, 1994:
First "Dream Team" game developer announced: Rare (Killer Instinct)

May 2, 1994:
New Dream Teamer: DMA Designs (Body Harvest)

June 23, 1994:
At Summer CES, Nintendo announces Cruis'n USA from Rare and new Dream Teamer, Acclaim (Turok: The Dinosaur Hunter)

August 23, 1993:
Nintendo and Silicon Graphics announce 64-bit Project Reality, due in 1995 for under \$250

June 9, 1994:
New Dream Teamer: Alias Research (adds customized 3D graphics tools)

June 23, 1994:
Nintendo changes system name to Ultra 64

July 18, 1994:
New Dream Teamer: Rambus Technologies (adds high-speed memory technology)



was hardware production. But in regards to software, there's no question that with this type of new technology, where game programmers are going from a 2D environment to a 3D environment, there's a longer learning curve. There are clearly differences where the abilities of some developers are relative to where Mr. Miyamoto [Shigeru Miyamoto, creator of the upcoming Super Mario 64, Pilotwings 64, and Buggie Boogie] is. The additional time can't hurt.



Game guru Shigeru Miyamoto is personally supervising key N64 games.

"There are a lot of people counting on the momentum this launch will create, which is the reason we want to get it exactly right."

— Howard Lincoln, chairman of Nintendo of America

GP: What do you say to game players who have been waiting anxiously for the N64 and now have to wait even longer?

Lincoln: Quite frankly, if the Nintendo 64 is as good as we think it's going to be and the software's as good, game players will be glad they waited. If the system isn't any good, it won't matter if we bring it out in 2001.

GP: How do you respond to critics who say the Nintendo 64 won't be ready?

Lincoln: We're not dealing with vaporware. It's a real product. People have seen it. People have played preliminary

software. They know how good Mr. Miyamoto is. They know what he's done.

GP: How important will the initial launch be for Nintendo?

Lincoln: This is the fourth launch

base that will number in the millions. If there's any percep-

tion that these 64-bit games are just more of the same, we have problems.

GP: How far along are Nintendo's own N64 games?

Lincoln: I've checked on Pilotwings, for instance. You've published pictures from the Shoshinkai [held in

for me. We've done it every way you can. I think it's critical that consumers have no difficulty in identifying Nintendo 64 games as quality software. That's absolutely essential! Ultimately, Nintendo will try to drive an installed

base that will number in the millions. If there's any percep-

tion that these 64-bit games are just more of the same, we have problems.

GP: How far along are Nintendo's own N64 games?

Lincoln: I've checked on Pilotwings, for instance. You've published pictures from the Shoshinkai [held in



Based on preliminary hands-on feedback, the future looks promising for the N64.

October 5, 1994:
New Dream Teamer:
Williams (Doom)

November 21, 1994:
New Dream Teamer:
Paradigm Simulation
(Pilotwings)

January 6, 1995:
New Dream Teamer:
Spectrum HoloByte
(Top Gun)

February 10, 1995:
New Dream Teamer:
Sierra On-Line (Red Baron)

February 15, 1995:
New Dream Teamer: Angel
Studios (Buggie Boogie)

October 11, 1994:
New Dream Teamer:
MultiGen, Inc. (adds
graphics tools)

January 6, 1995:
At Winter CES, Nintendo
announces a new release
date - "late 1995"

February 7, 1995:
New Dream Teamer: Software
Creations (adds cutting-edge
sound tools)





Japan last November). There's been dramatic progress on games since then.

GP: How many games will be available at launch?

Lincoln: Somewhere between 8 and 12 games should be ready by the end of the year. The Nintendo 64 will launch in Japan with three titles. We'll have more than that. If I toss a coin up in the air, I could say somewhere between 5 and 10 games could be ready.

GP: What titles is Nintendo planning to publish?

Lincoln: We should have Super Mario 64, Pilotwings 64, and maybe some other games developed by Shigeru Miyamoto. Killer Instinct and Cruis'n USA could be done. Williams should have Doom for the launch, and LucasArts could have Star Wars: Shadows of the Empire ready.

GP: How much will Nintendo 64 cartridges cost?

Lincoln: Cartridge prices for the Nintendo 64 will be comparable to the suggested retail price of 16-bit software.

GP: How many systems will Nintendo have to sell to call the launch a success?

Lincoln: Sega and Sony know the same thing we know. Selling the first several hundred thousand, the first half-million, doesn't prove very much because there's always a market for that many game systems. The

real issue is not how we do in the first six months, it's what happens a year from now, and is the demand for the Nintendo 64 still accelerating? Once you see how the momentum is carrying, you can assess what the market is going to be.

GP: GamePro readers are ready for the Nintendo 64!

Lincoln: Like GamePro readers, we've been waiting for the Nintendo 64 since summer of 1993. I'm ready for the launch, too. ■



February 24, 1995:
New Dream Teamer: GameTek (Robotek)

October 19, 1995:
New Dream Teamer: LucasArts (Star Wars: Shadows of the Empire)

November 21, 1995:
New Dream Teamer: Electronic Arts (FIFA Soccer)

December 4, 1995:
New Dream Teamer: Time Warner Interactive (Wayne Gretzky Hockey)

1995 1995 1995 1995 1995 1995 1995 1996 1996

May 5, 1995:

At E3, Nintendo announces that the hardware is completed; new release date is April 1996



November 24, 1995:

At the Shoshinkai show in Japan, Nintendo shows the Ultra 64 to the press for the first time, as well as the games Super Mario 64 and Kirby Ball 64

February 2, 1996:

Nintendo announces a new release date - September 30, 1996 - and changes the name to Nintendo 64

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THE 16-BIT SURVIVAL GUIDE

The 16-Bit Survival Guide is an ongoing series that will provide SNES and Genesis gamers with all the info they need to get the most from their systems. Expect codes from classic games, secret tips on the latest games, polls on the best games, release dates for upcoming games, and endings from some of the best cartridge games ever!

16-BIT HALL OF FAME

You Gotta Have These!

This month, we're opening the Hall of Fame doors to 16-bit action/adventure games to get any new 16-bit gamers up and running. Some of you 16-bit pros might find a juicy title or two you missed along the way.

To find nominees for the Hall of Fame, we asked Nintendo and Sega for an informal, unofficial list of the most important action/adventure games ever for their systems. These weren't necessarily the top sellers, just the games that had the most influence. Then the *GamePro* editors added a few of their own selections to make up a baker's dozen of tasty action/adventure titles for the two 16-bit cartridge systems. Here's the alphabetical listing:

- **Alien 3** (SNES)
- **Castlevania IV** (SNES)
- **Disney's Aladdin** (Genesis)
- **Donkey Kong Country** (SNES)
- **Earthworm Jim** (Genesis)
- **Flashback** (Genesis)
- **Mega Man X** (SNES)
- **Shinobi III** (Genesis)
- **Sonic the Hedgehog 2** (Genesis)
- **Super Mario World** (SNES)
- **Super Metroid** (SNES)
- **Super Star Wars** (SNES)
- **Vectorman** (Genesis)

These games represent some of the best action/adventure titles of all time. Anyone with



Hall of Fame material?

a 16-bit machine can find some serious, thumb-busting action by renting or buying these hits.

Now we turn the vote over to you. What's the best 16-bit action/adventure game ever? You're not limited to the preliminary list above; consider any other games, write down your top choice (only one, please), and get it to one of the addresses below by June 1, 1996. We'll publish the readers' list in an upcoming issue. Please, no fighting games, RPGs, shooters, or anything besides 16-bit action/adventure games — we'll ask for votes on other genres soon!

Send e-mail to:

the_mail.gamepro@iftw.com

Send regular mail to:
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San Mateo, CA 94402

16-BIT SYSTEMS OR DOWN BUT NOT OUT!

ASK THE PROS

Super NES Strategies

I'm in the Dark World in Legend of Zelda for the SNES, but I can't find the Titan's Mitt (the golden power glove).

Scott O'Bannon
Internet

In Dark World's Village of Thieves (where you get the fourth crystal), the mitt is on the basement floor in the



The Titan's Mitt fits like a glove...



...but you need that hole in the floor like a hole in the head.

room on the bottom-left corner. It's inside a big chest—to open it you'll need the big key you found while exploring the palace. Get to the big chest quickly and then get out of the way because the floor around it quickly falls out from under you.

I heard you can see some weird areas in Super Star Wars. How do you do this?

Victor Robbins
Los Angeles, CA

First enter a debug code that gives you 99 lives: At the title screen, quickly press Button A four times, X, B four times, Y, X four times, A, Y four times, then B. Then start playing the game. Hold down Select on Controller Two. While holding it down, simultaneously press A, B, X, and Y on Controller Two, then release all the buttons. You'll see a number next to your character. Move the number using Controller Two's directional pad. Your character is now invulnerable to enemies,

plus you can pass through walls to strange places.

If the code doesn't work, turn off the SNES, take out the cart, wait one minute, then try again. You have to see the Lucas Arts logo at the beginning for the trick to work.

Genesis Strategies

Are there any tricks for NBA Live '95 for the Genesis?

Martin Grapes
Rancho Cucamonga, CA

When you have the ball, press and hold Button A, then press Start. Everybody on the court



The Knicks' shooting guard lets fly from the top of the key (he makes 43% of these three-pointers).

will freeze except your player. Shoot away, though the baskets don't count. You can also check out the shooting percentages of your players from anywhere on the floor.

GAME WATCH

This month's likely 16-bit releases:

1996 Olympic Sports by T+HQ
(SNES, Genesis)

Frankie Flea by GameTek
(SNES; see ProReview, April)

Lufia 2 by Natsume (SNES)

Major League Baseball Presents Ken Griffey Jr.'s Winning Run
By Nintendo (SNES)

Marsupilami by Sega (Genesis)

Marvel Super Heroes: War of the Gems by Capcom (SNES)

Super Mario RPG by Nintendo
(SNES; see Short ProShots, April)

YOUR TWO CENTS ABOUT 16-BIT

Are Sega and Nintendo watching the growing trend of businesses selling used games? When I shopped recently for Genesis titles, I found that used-game stores have a wide variety of games at a much lower price. They usually have the current releases within a couple of months. How much longer do Sega and Nintendo think they can continue selling their

new products for \$60 or \$70 or more, when you can buy almost-new games for under \$40? If something isn't done soon, Sega and Nintendo may find themselves losing money on games.

Weston Powel
Mesa, AZ

You're right, used games are an attractive alternative to spending \$70 for new games. Perhaps Sega

and Nintendo will drop their 16-bit prices as the next-gen systems take off—no official word yet, though. Be careful at the bargain bins, too: Usually those used games have no warranty on them, which means you're stuck if something goes wrong, and often they don't come with a manual. Still, it can be a great way to load up on topnotch games. **G**

OVERSEAS PROSPECTS

An International View on Video Games

the Next Wave

Our man in Japan tracks the second generation of next-gen games in Japan ... and what may be coming to our shores.

Turn to this issue's "Role-Player's Realm" for a preview of Final Fantasy VIII!



By Nob Ogasawara
and Major Mike

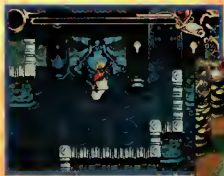
Thor (Saturn)

Developed by Ancient
Published by Sega of Japan
1 player
Available Spring '96
CD
Action/RPG

50% COMPLETE

The sequel to Beyond Oasis on the Genesis, Thor stars a descendant of the first game's protagonist. Leon, the hero, is awaiting coronation as the new king, but he must first pass a test fraught with danger.

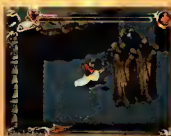
Thor is produced by Ancient, the team assembled by



Yuzo Koshiro, the game-music composer. Closely following its Genesis predecessor in design, Thor includes the six elemental spirits who help the hero. The Saturn makes several enhancements possible, including the use of height-related traps and objects. Simple commands will

cause Leon to unleash devastating special attacks like in fighting games.

Add topnotch graphics and music to the gameplay and Thor should go a long way toward appealing RPG fans anxious for Saturn role-playing action.



Linkle Liver Story (Saturn)

Developed and published by
Sega of Japan
1 player
Available March
CD
Action/RPG

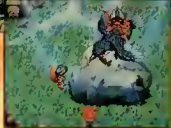
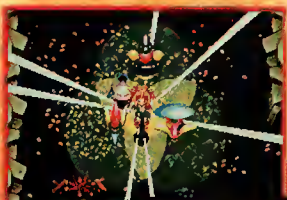
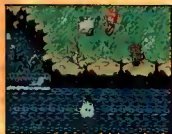
40% COMPLETE

The title is strange but everything else about Linkle Liver Story makes it likely to sail overseas to make Liver lovers out of American gamers. On a planet inhabited by a peaceful race of semi-humans, an ancient evil is stirring. It has already conquered the Continent of Four Seasons, spreading poison in the environment.

The heroine hears about the danger to her world from a creature she fished out of a

river. She enlists her woodland friends to put a stop to the evil.

Linkle Liver's story would work in any Disney cartoon, and it's no surprise the graphics are on the cute side. Linkle Liver should appeal to younger players who find the Saturn's "serious" games too difficult. **B**



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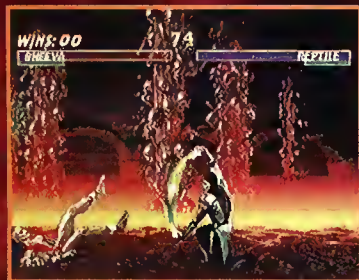
Sneak Previews



Ultimate Mortal Kombat 3

Saturn

By Air Hendrix



Impressive arcade conversions like *Virtua Fighter 2* and *Darkstalkers* sizzle on the Saturn, and *Ultimate MK 3* seems well on its way to joining those ranks.

The Lineup



Like the coin-op version, this UMK 3 adds Kitana, Scorpion, Jade, and Reptile to the original 15 MK 3 characters for a total of 19 kombatants. Noob Saibot, Ermac, Mileena, the MK II version of Sub-Zero, and others also return as hidden characters, while Shao Kahn and Motaro stand tall as the bosses. All the characters sport their original arsenal, along with a nice selection of new and refined moves, combos, and fatalities.

Features



Four impressive new backgrounds – Desert, Hell, Cavern, and Waterfront – spice up the scenery, and a tournament mode lets up to eight opponents duke it out for bragging rights. From the MK I days of old, the CPU tag-team Endurance Match makes a second showing.

At this early point, the stage is nicely set for solid *Kombat*, and even the graphics stay true to the arcade. After some hands-on game time, we'll have a definite verdict on the action and CD load time; but MK mavens should start warming up their thumbs.

Developed by Eurocom
Published by Williams
Entertainment
Available April

70% COMPLETE





Panzer Dragoon Zwei II

Saturn

By Scary Larry



Panzer Dragoon's improved graphics and sounds dominate this stellar game. The undeniably best next-gen shooter is almost here!

Graphics



Everyone knew the groundbreaking graphics of the first game would be tough to beat. But in PDZ II, the graphics look smoother, cleaner, and faster. Large, screen-filling bosses exhibit no slow-down and very little break-up. An impressive upgrade!

Developed and published
by Sega
Available May

50% COMPLETE



Controls



Not much change in the controls. You still target multiple enemies by holding down the button, but your standard laser is much faster and lets out a ton of explosive energy. You'll need it, too, because the enemies are a lot tougher. The multiple views are also back, so once again you need to be conscious of the surroundings in front, behind, and on both sides of you. A neat option this time is the ability to look up.



Features



Still equipped with a laser that powers up to a multiple-hit cannon, you

also get a screen-shredding smart bomb. The bomb expels continuously as you detonate it, so expect an explosion that lasts for a while. In another new touch, you start out as a young dragon and get progressively stronger through battle. In some stages, you even run along the ground and fight before taking to the air.





Tekken 2

PlayStation
By Greasy Gus



Like its predecessor, Tekken 2 for the PlayStation looks and plays just like the arcade version.



Combos, Counters, and Throws

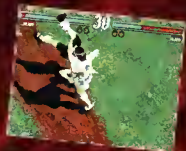


Tekken 2 should deliver the new combos, counters, and special moves with all the power of King's neck-breaker submission hold. As in the arcade, expect all the new moves, including Law's leg take-down and Paul's body tackle. Also, you can take advantage of the new recovery system that enables your downed fighter to get back up in any number of offensive or defensive ways. While it will probably appear in Japan first, Tekken 2 will surely be as addicting as the coin-op game — so keep practicing those 10-hit combos!

The Lineup



One of your favorite quarter-munchers, Tekken 2, busts onto the PlayStation with the same great lineup of fighters you've come to love in the arcade. In this tournament to overthrow Devil Kazuya, Heihachi joins the selectable ranks along with new characters Lei and Jun. Sure enough, you'll find other bizarre hidden characters like Bruce (the kickboxer), Roger (the kangaroo), and Alex (the dinosaur).



Developed and published
by Namco
Available September

50% COMPLETE





The Raven Project

PlayStation

PC CD



Raven Project's story line isn't the most original, but its fresh three-in-one blend of one-player shooter gameplay will grab your attention.

Earth's been conquered by an alien race, and you join up with the rebels to overthrow the tyrannical alien government. In missions that range from Alcatraz to the Moon, you face your foes in mechwarrior combat, air-to-surface skirmishes, and outer-space dogfights.

Armed with two lasers and two missiles, the five available vehicles respond smoothly to an identical control setup. In this unfinished version, the enemies didn't exactly hang tough, so hopefully Mindscape will tune the A.I. for the final product. At this point, the background graphics weren't fully completed, but the 3D landscapes and beautifully rendered cinematics already look sharp.



Developed by Cryo Interactive
Published by Mindscape
Available April

80% COMPLETE



BlastDozer

Nintendo 64



BlastDozer may sound like a construction worker's nightmare at first, but this vehicle-combat cart will pit your driving and fighting skills against a variety of mechanical menaces. You wheel around in bulldozers, cranes, trucks, and weird scorpion mechs. In the preform version, the action looked fast and furious as the heavy-duty equipment even

went airborne off bumps and trenches. BlastDozer looks like a blast.

Developed by Rare
Published by Nintendo
Release Date Not Available

30% COMPLETE



GoldenEye

Nintendo 64

Bond, James Bond, is back in a game based on the hit movie. You don't get to look like Pierce Brosnan, but this gritty Doom-style shooter doesn't look to be the stuff of pretty boys anyway. In this early version, enemies jump out at you from behind objects and hiding places much like those in Virtua Cop. This game will soundly test how the multibuttoned N64 controller works as a gun.



Developed by Rare
Published by Nintendo
Available November

30% COMPLETE

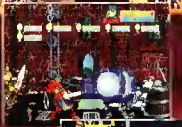




Guardian Heroes

Saturn

Guardian Heroes (called Guardian in Japan; see "Overseas ProSpects," April) combines fighting and side-scrolling action, and these early screens look great! This game challenges you to recover the royal magical sword and boot the fake royal family out of office. Guardian Heroes is one of the first games to incorporate six players at once. Each character has their own unique special moves, weapons, and magic to battle in foreground, mid-ground, and background.



Developed by Treasure
Published by Sega
Available Now

70% COMPLETE



Time Commando

PlayStation PC CD

Not much is known about this game, which comes from the developers of Alone in the Dark. According to our sources, Time Commando will involve traveling back and forth into the past and future, battling enemies with more than 50 weapons. The weapons will be specific to each of the nine time periods. It's an intriguing premise, and the game sports sharp graphics, even at this very early stage.



Developed by Adeline Software
Published by Activision
Available Summer '96

40% COMPLETE



D2

N2

Warp is ready to pull out all the stops for the explosive and truly horrifying sequel to D. Set after the events of the first game, this family vampire story now throws another wrench into the machinery—Laura is pregnant! One of the first games to utilize the M2 system, D2 looks like another roller coaster of thrills.



Developed by Warp
Release Date Not Available

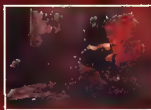
10% COMPLETE



Starwinder: The Race to Epsilon Indi

PlayStation PC CD

An alien culture built thousands of miles of track through the universe, but no one knows why. As a racer from Earth, you know it could mean only one thing—all-out, full-blown, intergalactic drag racing! With more than 40 tracks, an hour of cinematic video, and complete movement on six axes (a first for racing games), Starwinder's aiming to wipe out the competition.



Developed and published
by Mindscape
Available Summer '96

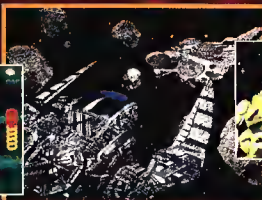
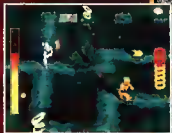
60% COMPLETE

**Eurit**

PlayStation

Saturn

PC CD



Combining elements of Tag and Capture the Flag, this wild head-to-head maze game engages you against a friend or the computer. If you're tagged "it," you can't collect the flags

that allow you to escape and win. And winning involves more strategy than just grabbing flags — you must build bridges, shoot your opponent, collect power-ups, and avoid

plenty of obstacles. You'll keep busy in 48 stages and 15 bonus rounds in what may possibly become the Bomberman of the 32-bit systems.

Developed by Radical Entertainment
Published by Virgin Interactive
Available Fall '96

60% COMPLETE**Spot Goes to Hollywood**

PlayStation

Saturn

Following in the video game footsteps of the Pink Panther and Gex, the familiar soda mascot gets himself caught in Hollywood's big screen. In this 23-level adventure with 200 hidden areas, you must get Spot out of the pirate, western, horror, and sci-fi worlds. It's a tough spot to be in when you face dangerous levels that parody films like *Indiana Jones* and *Jurassic Park*. The prelim version had sharp graphics and vibrant music.



Developed and published by
Virgin Interactive
Available Summer '96

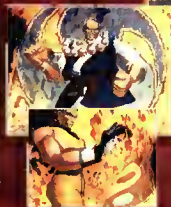
60% COMPLETE**Shokendo**

PlayStation

Compete head-to-head in this new brawler. While Shokendo's characters are rendered and the backgrounds rotate, the environment is more like Tekken's than Toshinden's. There are combos but no blood, and you can charge your power bar for a special Shokendo move. Look for eight fighters from around the world, including Paris, the rasta fighter from Jamaica; Jonny, the American bad boy; and the quintessential Chinese brawler, Eric Chan.



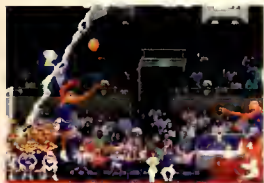
Developed by Pro-Stage Inc.
Published by Jaleco
Available June

70% COMPLETE

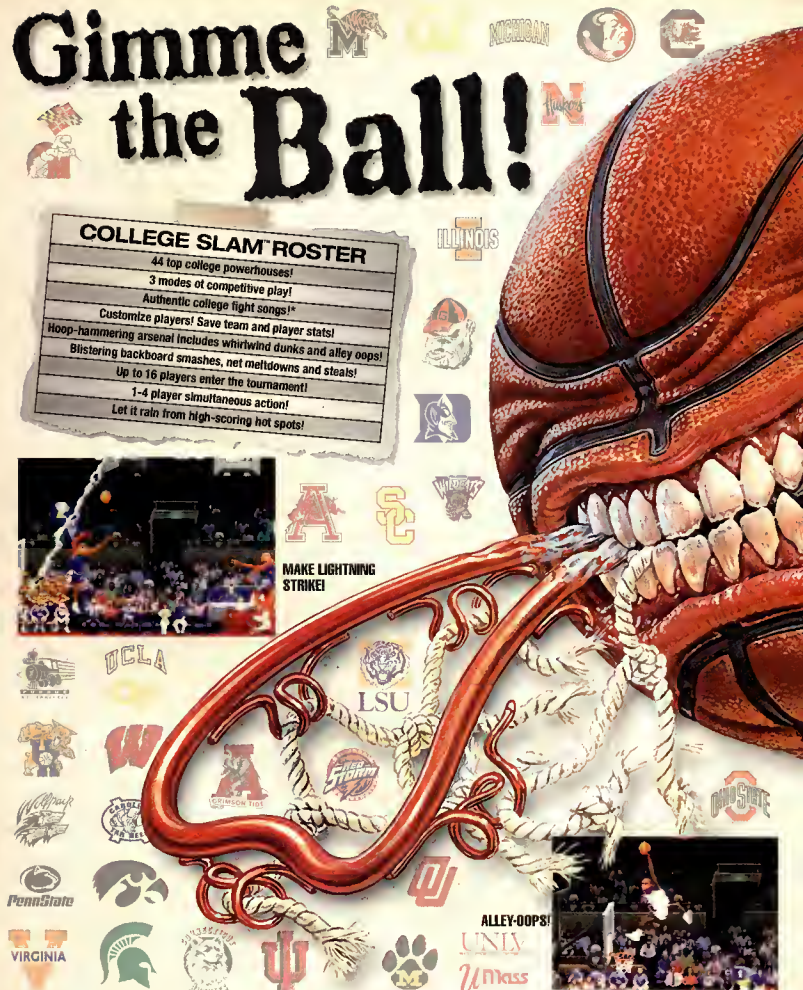
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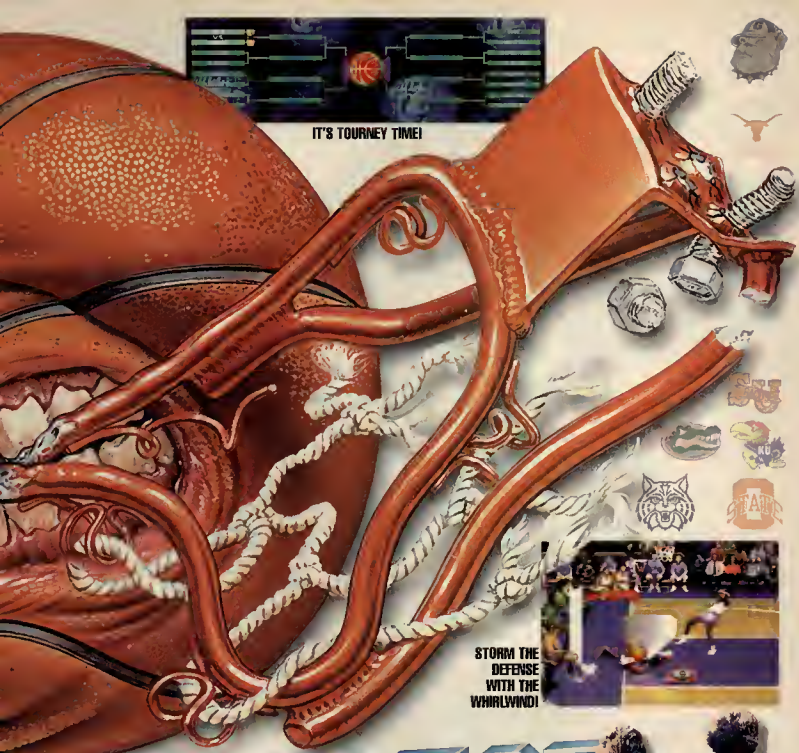


ALLEY-OOPS!

SUPER NES™ GENESIS™ PLAYSTATION™
SATURN™ GAME BOY™ DOS CD-ROM



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STORM THE
DEFENSE
WITH THE
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Acclaim
entertainment, inc.

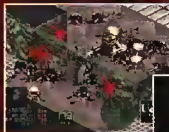




Project Overkill

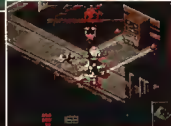
PlayStation

Saturn



Hot on the heels of Loaded, Konami enters the 32-bit action/strategy fray with a bloodbath of its own. Project Overkill promises dark, violent military mayhem from a ¾-overhead view. Playing as one of four mercenaries, you tackle more than 50 missions, fighting with several weapons or even mano a mano. The gore factor should be pretty huge with nightmar-

ish enemies and bloody death scenes. Rendered 3D graphics and a digital orchestral soundtrack bring the action to life. Keep an eye out for those secret levels!



Developed and published
by Konami
Available May

70% COMPLETE



Blam! Machinehead

PlayStation

Saturn

PC CD

In a frightening future plagued by the Machinehead virus, one heroic scientist (that'd be you) struggles to save the planet from annihilation. Blam's blend of 3D shooting, driving, and strategic gameplay goes down in both cyberspace and the real world.

Playing from a first-person perspective, gamers will face wave after wave of freaky, virus-altered mutants on the path to salvation.



Developed by Core Design
Published by U.S. Gold
Available May

40% COMPLETE



Time Killers

Genesis

This head-to-head fighting game definitely knows how to kill time – it spent over two years cooling its heels on T+HO's back burner. But this gory arcade conversion will finally see the light of day on the Genesis this summer with all eight original fighters. Each character battles with a sword, club, or other weapon, and gamers score bonuses for lopping off their opponent's arms, legs, and head. Mmm, tasty!



Developed by Black Pearl
Software
Published by T+HQ
Available July

100% COMPLETE



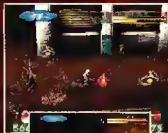
Steel Harbinger

PlayStation



Steel Harbinger's ramping up for a blistering round of Loaded-style action on the PlayStation. The plot: Invading alien pods are converting everything they touch to metallic life forms, and you play as a young woman bent on stopping the invasion. Your converted arm serves as your means of destruction, and you collect a scathing array of weapons to attach to it. Fighting from a perspective that en-

ables you to zoom in and out, you teleport to cities across the country and even the Moon to complete the nonlinear missions. With futuristic 3D graphics and a healthy helping of gore, Harbinger's well on the way to delivering a strategic yet adrenaline-packed splatterfest.



Developed and published by Hardscape
Available July

50% COMPLETE



Tokyo Highway Battle

PlayStation

Ridge Racer's runaway success on the PlayStation guaranteed at least a few copycats, and Tokyo Highway Battle could be the first one to arrive at the starting line. Before racing on courses modeled after actual Tokyo highways, you customize nearly every part on one of 12 cars. The one-player action pits you against three CPU opponents and the police. Even in this early preview, the tight steering helped to master the game's wicked speed, but the A.I. needs to be refined to provide more challenging competition. For half-finished graphics, the 3D tracks and cars sported a snappy look that, when finished, should suit this speedy game.



Developed by Bullet Proof Software
Published by Jaleco
Available Second Quarter '96

50% COMPLETE

PC GAMEPRO

Blood PC CD

Hot on the heels of Duke Nukem 3D, *Blood* takes a turn toward the dark side with this horror-themed splatterfest. In your quest to obliterate the Secret Society, you blast through fortresses, mines, and mansions, reducing zombies, cultists, gargoyles, hellhounds, spiders, and other icky creatures into gooey piles of entrails. From a first-person Doom-style perspective, you fight with a bundle of nasty weapons, including pitchforks, dynamite, flamethrowers, voodoo dolls, Tommy guns, and more. Rendered 3D graphics vividly portray every last gallon of blood as you and up to seven buddies hack it out over a network.

By Apogee Software
Available Summer '96



Toonstruck PC CD Mac CD

Toonstruck, Virgin's beautifully drawn new PC game, plunges you into a wacky, colorful cartoon world in the style of the movie *Cool World*. Christopher Lloyd of *Back to the Future* fame stars as animator Drew Blanc, who's sucked into the universe of his own comics. With the help of his bud Flux Wildly, Drew must wade through zany puzzles and booby traps to defeat Count Nefarious. The puzzle-oriented gameplay fills three CDs with brain busters and slapstick laughs as you interact with more than 40 characters on the way home.

Gorgeous hand-drawn graphics are blended with live-action video to create the feel of humans in a cartoon world,

and a star-studded lineup of voice actors — Dan Castellaneta, Dom DeLuise, and Tim Curry — backs up the action with high-quality voice-overs. Not one to miss!

By Virgin Interactive
Entertainment
Available June

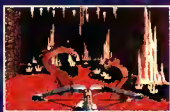
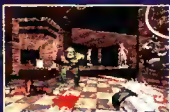


Shadow Warrior

PC CD

Next on Apogee's list of 3D shoot-em-ups, *Shadow Warrior* drops you into the body of a master ninja for some grisly first-person-perspective bloodshed. To put an end to an uprising of lunatic demon worshippers, you're armed with a sword, crossbow, Uzi, and throwing stars. You can also learn several potent magical spells to take down your foes, who, like you, can crawl, climb, duck, and swim.

By Apogee Software
Available Summer '96



Zork Nemesis

PC CD



The famous Zork saga continues in this modern installment that features lush 360-degree rendered 3D graphics and live-action video. Ranging through five worlds, you undertake the task of freeing the souls of the Great Alchemists, whom the Nemesis imprisoned in an unending hell. But that liberation will come only if you unlock the age-old secrets of alchemy by tackling more than 35 puzzles.

By Activision
Available Now



Gearheads

PC CD

Mac CD



This quirky strategy game supplies simple but frenzied two-player head-to-head action: Equipped with a chest of outrageous toys, each gamer winds up their toy of choice and sends it across the screen; the first to successfully slide 21 past their opponent wins. The wacky toys – relentless bulldozers, kickboxing kangaroos, strong-arm Sahtas, and nine others – demand a speedy, well-planned approach to the addictive action.

By Phillips Media
Available Now

Saturn Goes PC



The Diamond Edge 3D card



Panzer Dragoon will soon swoop onto PCs.

A new line of multimedia graphics accelerators will enable PC gamers to play special versions of Saturn games on Windows 95 PCs. The Diamond Edge 3D cards support full-motion video, photorealistic 3D graphics, zippy 2D graphics, and high-quality audio in a price range of \$299 to \$649.

Extra features include a digital joystick port and two connections for Saturn controllers. Bundled with the card will be *Virtua Fighter Remix*, *Descent*, *Absolute Zero*, and *NASCAR Racing*; versions of *Panzer Dragoon* and *Descent 2* are expected later this year. Check your local computer store for more info.

HOT AT THE ARCADES

GamePro
Exclusive

War Gods

By Bruised Lee

Midway prepares for war and breaks free from the old 2D standard of fighting games. You're about to enter a 3D fighting realm so real you will thank the Gods for it.

The Gods Are Here

War Gods is a one-on-one fighting game set in a full 3D environment. The game has ten selectable fighters and two bosses. Each God has their own personal fighting style, along with their own set of special and finishing moves. Little is known about the story line, however, because the game is still in development.

Midway's new hardware technology, Reality Map Surfacing (Midway's unofficial name for it), produces incredibly realistic graphics. A combination of digitized and texture-mapped polygons make up the fighters. All the characters' movements and special attacks have been rendered three-dimensionally, and the character graphics are perfectly supported by the elaborate backgrounds that make up each fighter's homeland.



Active 3D camera angles follow the intense fighting action as Tumok launches his projectile at his opponent.

The 3D environment gives the gameplay an authentic style of its own. Fighters and projectiles can literally move anywhere on the screen, making War Gods one of the most realistic games created. Smooth scaling and multiple camera angles point out every detail as you move through the battle grounds.

With two punch and kick buttons, a block button, and a 3D button, War Gods' controls resemble Mortal Kombat's. The 3D button can be used to launch special moves and dodge the battle action, including projectiles.



Maximu's challenger uses skeletons to raise him off the ground, setting him up for merciless attacks.



Even the projectiles are perfectly detailed. This skull bat homes in on its prey.

Each fighter also benefits strategically from a teleport move. When used, it places your character close to your opponent, which prevents the action from slowing down since it's possible for fighters to be on separate playing fields.

Power of the Gods

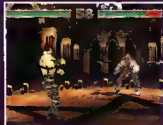
War Gods has the potential to become the next standard in 3D fighting games. The looks alone are enough to draw in any fighting fan, but only time and the Gods will tell if players can easily adapt to a true 3D fighting environment.



Long-range attacks are the best way to keep your opponent at bay.



Each background has set boundaries, which eliminates ring-out victories.



Some fighters can launch multiple projectiles at once.



3D magic plays a strong part in War Gods' fighting style.



Tumok moves in close to start his devastating combo.

STREET FIGHTER ALPHA

By Bruised Lee

Continuing to build on the best, Capcom pushes the envelope again in the Street Fighter series. With a custom combo system and new fighters, moves, and back-grounders, Street Fighter Alpha 2 delivers a new but familiar level of fun.

Revision Of a Revision

Street Fighter Alpha 2's characters blend more of the old with the new. Returning from the original SF is Gen (Chun Li's master), who has two sets of fighting styles you can switch between any time during a fight. Back from SF 2 are Dhalsim and Zangief. Both are completely re-animated with some new moves and awe-some super moves. Rolento (a boss character from Final Fight) has military moves but plays much like Vega.

Completely new to the SF series, Sakura is said to be Ryu's biggest fan, but looks more like his twin sister. Sakura has all of Ryu's moves, as well as matching head and wrist bands.

The graphical improvements mainly involve the backgrounds. Each one has been completely redone; they've got a new look. The level of sharp, vibrant colors reaches a new level of beauty.

New Tactics

The big change to the gameplay is the combo system.



Street Fighter Alpha 2 offers 18 selectable players (not including hidden characters), the largest number of fighters ever in a Capcom game.



As an air attack, Rolento's Knife Throw can help keep enemies from jumping in.



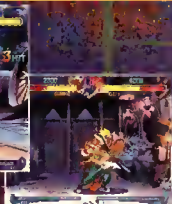
If not blocked or countered, custom combos inflict major damage.

Linking moves disappeared just as suddenly as they were implemented in Alpha. The main combo system now plays like SSF 2 Turbo, where players can jump in with a move and then continue the combo.

Now players are treated to custom combos that perform similarly to the super moves. By simultaneously pressing three buttons when your super bar is full, you get a limited



Alpha's old bosses (M. Bison, Akuma, and Dan) have been added to Alpha 2's lineup.



Guy's new Lunge Elbow is a great way to catch an enemy off-guard.



Fake moves, like Ryu's fake fireball, have a super-quick recovery time so you can counterattack your opponent.



Zangief's new Super Pile Driver gives Dhalsim the ride of his life.



Dhalsim gets a taste of Sakura's Hurricane Kick.

shadow combo. In the shadow's small timeframe, players can hit any button or special-move combinations to score high-hitting combos. The faster you hit the buttons, the more hits you can score.

More of the Best

Alpha 2 offers the best of both worlds with two combo systems and a fresh mix of old and new characters. Now if Capcom would please put a "3" at the end of the title, we'd be ready to go.



One of Rolento's super moves grabs his opponent and hangs them high.



To do the most damage, perform Dhalsim's Super Flame Attack at close range.

NBA Hang Time

By **Bruised Leo**

The long-awaited addition to Midway's ever-popular NBA Jam series is back, and the hoops are better than ever!

Third Time's A Charm

Hang Time is the third installment in Midway's NBA Jam series. Unlike the original Jam and Tournament Edition, Hang Time enables gamers to choose from a five-man lineup for a four-player two-on-two jam fest.

A new create-a-player mode (a feature you normally find only in console games) gives you the option of customizing and saving your own personal player. First, you choose your player's characteristics, selecting their looks, jersey, height, and weight. In addition, you also have a set number of attributes for their speed, shooting, and dunking skill. If you play well, you can earn more points to strengthen your player.



The court and players look better than ever.

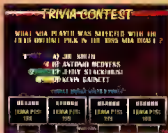
Even the code system has been upgraded. As in Mortal Kombat 3, gamers can enter six-digit codes that release hidden players, power-ups, and even an outdoor blacktop court located on top of a skyscraper.

Hoops Heaven

Hang Time's graphics have improved significantly over the two previous installments. Each player is sharply detailed and moves realistically. Several more key frames of animation have been dropped in with smoother scaling effects. Lots of new dunks have also been incorporated, including a double-dunk option where two



You can now choose from five players on each NBA team.



Even a basketball trivia contest has been included!

players go up to dunk and one player passes to the other in midair to finish off the show.

Midway's DCS sound system showcases new effects and a play-by-play announcer. Rap artist M. Doc. delivers a high-energy original rap recorded especially for the game — it's perfectly suited to the game's fast-paced action. The controller's standard buttons — turbo, pass, and shoot — remain as accurate as before.

Put Up or Shut Up

Fans of the past games are sure to enjoy the heated action of Hang Time. The graphical and sound improvements, along with the new create-a-player

GamePro Exclusive



In the create-a-player mode, you can choose from various faces and nicknames to personalize your player.

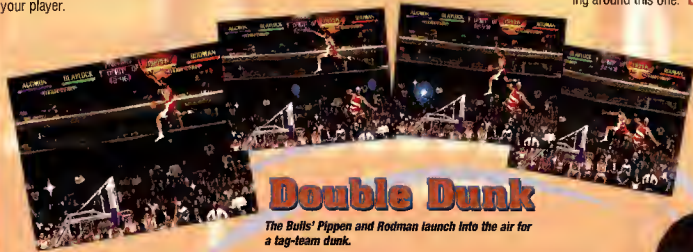


Build your player's raw power at the attributes screen.



In the privileges mode, you can activate options such as big heads and breaking the backboard.

mode, are enough to make you want to spend your time hanging around this one. **A**



Double Dunk

The Bulls' Pippen and Rodman launch into the air for a tag-team dunk.

The longest wait is the one for death.
The biggest Mortal yet is coming to Sega Saturn.

U L T I M A T E



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Williams

MIDWAY



SKY TARGET

By Nob Ogasawara

A direct descendant of Afterburner and G-Loc, Sky Target will blow you away with incredible graphics and sounds, courtesy of the Model 2. Sega's top-of-the-line arcade board.

Stay on Target

Unlike Sega's Wing War or Namco's Air Combat, this game isn't a dogfight simulator that gives players the freedom to buzz around — you fly as if you're on rails. Surprisingly, Sky Target differs from other flying games in another important way: It doesn't have a throttle, which would enable players to kick in the afterburners or apply air brakes to dodge unfriendly fire. This means you must plaster anything hostile the instant it appears or face an unholy barrage of flak, SAMs, AAMs, and kamikaze charges. Fortunately, you have an unlimited supply of Vulcan rounds and lock-on missiles, which wasn't the case with Afterburner.

You get your choice of four planes: the F-14D Tomcat, F-15 S/MTD Eagle, F-16C Fighting Falcon, and the French



When attacking the land vehicle, stay clear of the firebombs it shoots.

Rafale M. Your opponents include more than 30 jet fighters from around the world, about 10 mid-bosses, and huge stage bosses, including a B-2 lookalike and a land battleship that walks.

Fly the Friendly Skies

Technique? Don't need it! Quick reflexes will serve you well in this over-the-top 3D shooter. In a way, it's reassuring to see topnotch arcade systems being used to bring dated game designs into the 1990s. **C**

By Sega of Japan
Available now in Japan



Hold onto your lunch as you turn and burn in this intense dogfight.



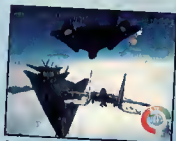
Fancy flying is needed through the canyons.



Heavy crossfire adds to the difficulty in the canyons.



Flashy camera views show highlights of your plane as it's about to taxi.



Sky Target's dogfights pit you against some of the most advanced planes to date.



PRO TIP: Concentrate all your firepower on the larger aircraft first, then go after the smaller planes.



At the end of each mission you get a Kill Rate that shows the percentage of downed enemies.



BILLIONS OF PRAYERS FOR PEACE.
MILLIONS OF MEN AT WAR.
ONE LUNATIC STOKING THE FIRE.

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PROVIEW

PlayStation



By Scary Larry

Been through Doom, and now you want something fresh? Well, Alien Trilogy happens to be the best licensed-character corridor shooter for home systems. This does for next-gen systems what Dark Forces did for PC gamers.

R.I.P.-ley

Ripley is sent down to help the Colonial Marines on a bug hunt. They must rid the planet of alien life forms, find infected marines and destroy them, and collect samples of

9mm



PROTIP: The 9mm is your standard weapon. It's good for face huggers, but not much else. Since finding a 9mm clip gives you plenty of bullets, also use it to blast open lockers and crates. It won't detonate barrels.

PlayStation Game Profile

Alien Trilogy

(By Machine)



Alien fans will never, ever see better representations of these deadly xenomorphs in video game form. Alien Trilogy is a bad-ass Doom clone with an easy-to-use interface and exciting gameplay.



Graphics: 4.5 Sound: 4.5 Control: 4.5 Fun/Fair: 5.0 Challenge: 4.5
Price not available
CD
Available now
Comlink cheer
1 player
First-person view
36+ levels
Multiscreening

The Queen



PROTIP: Go into the queen's lair fully stocked, and look for more power-ups around the perimeter.

one), flamethrower, pulse rifle (a Colonial Marine specialty, complete with grenade launcher), and smart gun.

Other Doom-like specialties include the ability to run, strafe your weapon, and open doors by activating panels.

The control is hassle-free. You switch weapons with one button, fire grenades and seismic charges with another. Unfortunately, there's no option to customize your controller as in

Flamethrower



PROTIP: The flamethrower fuel runs out quickly. Use controlled bursts on the smaller enemies, and longer burns on the larger ones. It won't blast through glass or detonate barrels.

ALIEN TRILOGY

the aliens. These are only some of the 36-plus missions, which are all filled with tons of power-ups, hidden items, and bloodthirsty enemies.

Although you start the game with a measly 9mm automatic pistol, you upgrade to the shotgun (no respectable Doom clone would be without

Shotgun



PROTIP: Use the shotgun against face huggers, alien warriors, and dog aliens. It's slow against the infected humans, and the shells you find give you only four bullets.

Pulse Rifle



PROTIP: Great against human enemies, the pulse rifle is also essential against the queen. Use it to detonate barrels and blast eggs. Another nice feature is the grenade launcher, which lets you blow up enemies and find hidden

the PlayStation version of Doom, but once you get the buttons down, it's no problem. Other minor control problems include targeting and missing your enemies on a raised platform.

In Your Face Hugger

The graphics, unfortunately, don't shine as much as the premise. Smooth, fast scrolling is offset by horribly pixelated close-up graphics. While the backgrounds are realistic and true to the movie, they are basically dark and gloomy throughout, with no outdoor scenes (maybe the prison yard from *Alien 3*) featuring colorful, hellish skies as in *Doom*. And although there are a variety of aliens to battle, including the dog aliens, chestbursters, and the queen, they would have looked better had they been rendered.

Speaking of rendering, the beginning cinematics, re-created scene by scene from the

Smart Gun



PROTIP: The smart gun is the only weapon that can shoot at the roofs of the various levels. Use it to blast aliens crawling upside-down on the ceiling.

second movie, *Aliens*, are probably the coolest intro of any PlayStation game to date.

The music and sound effects pick up the pace a bit. Sounds such as the pulse rifle firing and aliens screaming in agony as they die are sampled



Seismic Charges



PROTIP: These are used mainly to blow up suspicious-looking walls that may be entrances to secret areas. In a squeeze, they can also be used to kill enemies, but their trajectory is weird.

straight from the films. The music is moody and fits in nicely, but it gives out in spots, only to swell surprisingly when least expected.

But these elements say nothing of the fun of cruising the halls, wiping out aliens, and torching and detonating the area. This game is exciting, despite some shortcomings in graphics and controls.

Doom and Doomer

Two distinct groups of people will love this game — fans of the movie, and fans of corridor shooters like *PO'd* and *Doom*. And although *Doom* purists will find something to knock, this game is incredibly fun. A must-have for the discerning PlayStation owner, this is the next step for people done with *Doom*. **[E]**

BEASTS THAT BURDEN

Face Hugger



PROTIP: In the early levels, face huggers should always be killed with the 9mm. In later levels, if shells permit, a single shotgun blast will suffice.

Dog Alien



PROTIP: The dog aliens are fairly easy to beat. Just a shotgun blast or two will do the job.

Alien Warrior



PROTIP: Four shotgun blasts, or a blast of the flamethrower, will do in the large alien warriors. Be careful, because they are quick and will move from side to side to avoid gunfire.



PROTIP: These machine-gun-toting humans are nasty and vicious. The minute you hear their gunfire, turn and fire. Use the shotgun or pulse rifle only on these guys. The 9mm barely makes a dent.

Aggressive Aliens



PROTIP: These suckers are vicious! Unleash an extended burst with the flamethrower, or if you're stocked, toss a grenade into them.

Chestbuster



PROTIP: These slick, slippery aliens are tough to kill, but dangerous when loose. Two shotgun blasts or a short burst with the flamethrower will do.

HIDDEN STUFF



PROTIP: Lockers (especially discolored ones) are check full of prizes...and enemies.



PROTIP: Control panels are sources that give power-ups.



PROTIP: Crates usually hold power-ups.



PROTIP: Any conspicuous or oddly placed blank wall is a good place to throw a seismic charge.



PROTIP: Aliens are also hidden in the bodies of cocooned humans.

PRO REVIEW

PlayStation

THE NEED FOR SPEED



By Air Hendrix

Need for Speed guns it onto the PlayStation with a sharp conversion of the top 3DO racing game. While it lacks Ridge Racer's slick techno edge, it more than compensates with a sweet selection of exotic cars and white-knuckle sim-style driving.

Burnin' Rubber

Need peels out with the same eight exotic cars (see sidebar) and three diverse modes that let you race against the clock, another driver, or a pack of seven opponents. Two players can use a link cable or bump fenders in the slightly sluggish, but still intense, split-screen mode.

The challenging straight-line City, Coastal, and Alpine tracks from the 3DO version return, and three new circuit courses bring heated Ridge-style action to the mix. Other

impressive new features include a handbrake, improved speedometer and tachometer displays, and daylight, dawn, and dusk settings.

With all these improvements, this Need is practically a sequel to the 3DO game, and it plays like one. The scenery rolls by at a blazing clip (much faster than the 3DO), and the impressive selection of racing styles provides deeper gameplay and stronger replay value.

Solid controls back you up all the way. You'll have to practice hard to master each vehicle's unique handling, which should delight hardcore car buffs. Casual arcade racers may be frustrated by the sim-style realism, though.

You'll Feel This Need

Need's tracks send you rocketing down treacherous mountain roads and jam-packed city streets. The beautifully drawn backgrounds shine with bright colors and sharp details, but the cars have a blocky look that detracts from the realism. Classy full-motion video that shows off



PROTIP: Wreck opponents by pacing them on the inside of a turn, then skid and push them into the wall.



PROTIP: Release the gas and downshift to slide through easier turns.



PROTIP: Capitalize on scarce straightaways by redlining your speed when they begin.



PROTIP: Take tough turns, like the hairpin before the finish in Autumn Valley, by releasing the gas, braking until you skid, then downshifting and punching the gas to pull through the turn.

all the machines makes up the difference, though.

The outstanding sound effects really re-create that behind-the-wheel feel. Each car's engine purrs with its own authentic hum, but you'll turn down the cheesy metal-head rock.

My Ferrari, Please

It's hard to top the feeling of redlining a Ferrari or a Lamborghini, and Need for Speed's as close as most gamers will get! If you're a serious racing fan, this game's worth every cent.

CAR SHOW



Lamborghini Diablo VT



Porsche 911 Carrera



Chevrolet Corvette ZR-1



Ferrari 512TR



Dodge Viper RT/10



Acura NSX



Mazda RX-7



Toyota Supra Turbo

PlayStation Game Profile
The Need for Speed
 (By Electronic Arts)

A trunkful of refinements positions this 3DO conversion near the top of the PlayStation pack. Racing buffs shouldn't pass up this gripping action.

| Graphics | Sound | Control | FunFactor | Challenge |
|----------|-------|---------|-----------|-----------|
| 4.5 | 4.0 | 4.5 | 4.5 | 4.5 |

INT.

| | |
|---------------|--------------|
| \$59.95 | 8 cars |
| CO | 6 tracks |
| Available now | 4 views |
| Racing | Save Feature |
| 2 players | |

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AGAINST A RUTHLESS ROBOTIC ALIEN HORDE. WITH THE HUMAN RACE UNDER SIEGE ONLY THE MOSCOW MAOMAN CAN SAVE US NOW!

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KRAZY IVAN★



PlayStation

2 PLAYER
LINK
COMPATIBLE



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SILVERLOAD

By Scary Larry

Point-and-click just got more interesting. In Silverload, you investigate a young boy's disappearance. All clues lead to the town Silverload, run by a maniacal preacher. The citizens are more bark than bite, however, as you hunt for clues in the werewolf-infested hick town.

The static graphics have in-



PROTIP: To get the werewolf's tools, fill the bucket from the well with the slain pig's blood. Give the werewolf the blood.



teresting highlights, like rendered vultures. But poor illustrations run rampant, and the few gory scenes are brief.

The sound isn't bad, just offensive. The stereotypical Chinese and Mexican voice-overs are in poor taste.

Silverload's FunFactor definitely competes with other games. A weekend rental, and you'll be howling for joy. **B**



PROTIP: Block your door with the chair, or the werewolves will devour you.

| Silverload by Vic Tokai | | | | |
|----------------------------|-------|---------|-----------|-----------|
| Graphics | Sound | Control | FunFactor | Challenge |
| | | | | |
| 3.0 | 3.0 | 3.0 | 4.5 | Adaptive |
| Price not available | | | | |
| CD | | | | |
| Available now | | | | |
| Interactive adventure | | | | |
| 1 player | | | | |
| First-person view | | | | |
| Mouse compatible | | | | |
| ESRB rating: Not yet rated | | | | |

MYST

By Scary Larry

This version of Myst doesn't add, improve, or change any of its puzzle elements.

You search for clues to find out what happened to a professor and his two sons. As you gather info, you uncover a mysterious chain of events.

The game's gorgeous backgrounds are outstanding. The sounds are also a treat with

New Age-style orchestrations and eerie mood music.

There are tons of books that will get you through Myst in no time. Rent Myst and try it out. Or, if you're willing to spend the time, buy Myst and solve the puzzles yourself. Either way, first-timers will have a blast with this great game. Former Mysters need not apply, though. **A**



PROTIP: You must unlock each age's book. Go to the map in the library and hold Button X until the beam turns red. Go to the Planetarium, climb the stairs, and read the clues on the wall.



PROTIP: To skip to the Stoneship Age, set the snake, spider, and leaf symbols to green, and all others to red. Board the ship at the dock, then find the book.

| Myst by Fysgonosis | | | | |
|-----------------------------|-------|---------|-----------|-----------|
| Graphics | Sound | Control | FunFactor | Challenge |
| | | | | |
| 3.0 | 3.0 | 3.0 | 4.0 | Adaptive |
| \$59.95 | | | | |
| CD | | | | |
| Available now | | | | |
| Puzzler | | | | |
| 1 player | | | | |
| First-person view | | | | |
| ESRB rating: Kids to Adults | | | | |

CREATURE SHOCK

By Scary Larry

It's a shooter, it's a Doom done...and it's all standard.

You begin by shooting alien ships, but then the game progresses to a bland corridor shooter. The graphics are good: Sharp cinematics enhance the detailed, fully rendered enemies and smoothly



PROTIP: When you encounter this bug-eyed alien, shoot for the eyes on the end of the stalks.



PROTIP: Whenever you see a tri-section ship in the shooting level, concentrate firepower on the middle ship. It contains a power-up.

scrolling corridors. But little happens, leaving you yearning for more action.

Good music augments the flight sequences but there are

scant sound effects during the corridor levels. Control is the biggest problem. The unresponsive cursor proves fatal in fast-shooting segments.

Creature Shock won't win over gamers who want fast action and gore. It passes as a good rental, though. **B**

| Creature Shock by Data East | | | | |
|-----------------------------|-------|---------|-----------|-----------|
| Graphics | Sound | Control | FunFactor | Challenge |
| | | | | |
| 4.0 | 4.0 | 3.0 | 3.0 | Adaptive |
| \$54.99 | | | | |
| 2 CDs | | | | |
| Available now | | | | |
| Action/adventure | | | | |
| 1 player | | | | |
| Multiple views | | | | |
| ESRB rating: Teen | | | | |

PROREVIEW

Saturn



By Major Mike

First off, this isn't a new Earthworm Jim game. It has the same gameplay as the 16-bit version. Presentation, however, is the key here. Jim 2 for the Saturn has superb graphics and dynamite sound effects—especially the music. This version shows what a next-gen system can do with a platform game.

Filled to the Brim With Jim

For those of you not familiar with Jim's story, it's the traditional princess-is-abducted-and-you're-the-only-one-who-can-save-her scenario. The hero is Jim, an ordinary earthworm given special powers courtesy of a super suit he stole from a galaxy menace named Psy-Crow.

The major differences between this game and the 16-bit version are apparent the moment the disc starts spinning—like when the music in the Anything but Tangerines level hits full tempo. Complete with full synthesizers, roaring guitars, and slamming

drums, this game definitely shines in stereo.

For Better or Worse

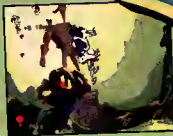
Some minor changes are for the better. For example, in The Flyin' King level, the screen displays a diagonal letterbox. Now, whenever you get an engine that temporarily makes your ship faster, the icon rests in the screen's lower corner, and shakes and disappears when it's used up. Another change is in the Puppy Love level: Peter Puppy's smiling face in the upper right-hand corner slowly becomes a frown with each dropped puppy.

Most of the backgrounds have also been overhauled. These range from eye-popping (the bones in the walls in the Lorenzo's Soil level) to hilarious (the shrine with the cow's head that's built to Jim and the Statue of Liberty in Udderly Abducted). Masters of exquisite parallax scrolling and awesome backgrounds, Shiny fills Jim 2 to the brim—especially in the later levels like ISO 9000 and Door Chase, where wooden cabinets seem to stretch to infinity.

The same isn't true, though, for Jim and the other foreground characters. Jim looks the same with his trademark stand-still animations and various hilarious antics. No improvements on Jim—but thankfully no detractions, either.

Build a Better Jim

The game is filled with more one-liners—from Jim's pleading "mommy" before several boulders drop on him in Lorenzo's Soil to his angry muttering "son of a..." when

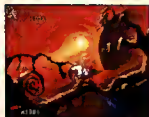


PROTIP: To move faster in Udderly Abducted, jump when carrying a cow rather than run.

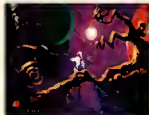


PROTIP: In Level Ate, shoot the snail when you're hiding in the salt shaker. The salt-pursuing salt shaker will chase the snail and give you an opportunity to escape its murderous rain.

A Tale of Two Jims



The 16-bit Genesis version of Earthworm Jim 2...



...and the enhanced 32-bit Saturn version!



PROTIP: Peter Puppy has great aim in the Puppy Love stages—most of the time. Keep alert even after he throws the bomb; sometimes his aim is off and the bomb bounces off Psy-Crow's house back onto the ground.

Saturn Game Profile Earthworm Jim 2

(By Playmales)



Same Jim, same game—it's the details that make the difference.

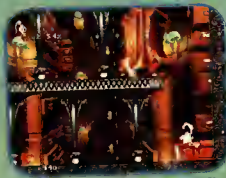
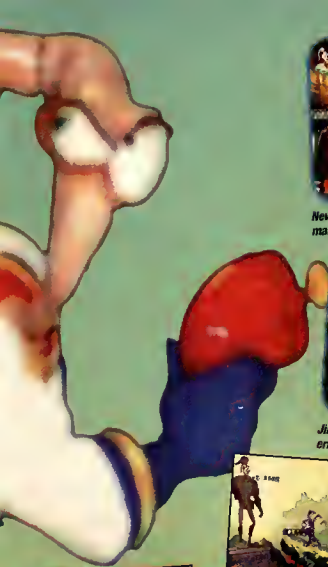
This Jim showcases the difference between 16- and 32-bit system capabilities in a big way.



Graphics: 4.5
Sound: 4.5
Control: 4.0
Fun Factor: 4.8
ADJ. 4.7

Price not available
CD
Available now
Action/adventure

1 player
Side view
Multiscrolling



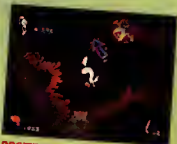
New backgrounds, like this one in Door Chase, make EWJ 2 look almost like a new game.



Jim's new rendered screens (that also cleverly conceal the load times!)



PROTIP: In Udderly Abducted, use the homing missiles to keep the flying saucers away from the cows.



PROTIP: In Villi People, beware of the floating blobs. They can float through the walls and get to you, but you can also shoot through the walls to nail them.



Fresh "well done" screens close out each stage.



PROTIP: To defeat the steak at the end of Level Ate, wait for it to land, then shoot or whip it. Don't let it hover overhead - it loves to drop its plate on you.



PROTIP: In The Flyin' King, whenever you pick up an engine power-up, keep an eye on its icon in the lower right-hand corner. When it starts to shake, it's about to expire and you revert back to slow speed.



PROTIP: In Level Ate, after the first snot swing section, use Jim's parachute to float between the bacon and the fork until you reach this platform...



...where you transport to a super-secret stage, Totally Forked!

he misses a power-up in Puppy Love.

The music sounds much better, due to the CD audio, but retains the feel of the original pieces. You'll still hear bagpipes in ISO 9000 and Beethoven in Villi People.

One Problem

The controls are tighter this time around, but on some stages that's not good. The most problematic controls are in Puppy Love, where you literally stop on a dime. With practice you get used to it, but you aren't given as much leeway as before; you have to be almost exactly in the right spot to keep the puppies airborne. Other areas have the same play mechanics as before - run, jump, and shoot with a few extra abilities, like the Snot Swing.

It's Still Jim

But all these enhancements must be kept in perspective.

Although Jim 2 is an excellent sequel, some aspects aren't up to the first game. For one thing, Jim 2 is much easier. There also isn't as much variety. Remember the maddening, white-knuckle submarine race against the clock in the Tube Race level, or the edge-of-your seat anxiety of Puppy Love? Not much of that intensity is found in Jim 2.

Granted, this is a direct port-over, but fanatic Jim fans will probably be disappointed. New levels would probably help satisfy them - as Shiny did with EWJ: Special Edition for the Sega CD, arguably the best Jim game so far.

Not Quite New

While Jim 2 is a port of an already familiar game, it's been pumped full of life so that it almost feels new. With EWJ 2's elements enhanced so well, a new and original next-gen Jim game should really be something. **B**

PROREVIEW

Saturn

NIGHT WARRIORS

Darkstalkers' Revenge



By Major Mike

If Capcom keeps this up, arcades may well go out of business. Like Street Fighter Alpha, this is a superb arcade translation for Sega's 32 bit system.

The Night Warriors

After Super Street Fighter, Capcom's arcade games improved their animation to almost Disney quality. As shown in the recent arcade fighting game Marvel Super Heroes, Capcom's coin-ops evolved into state-of-the-art hand-drawn visuals, and the

coin-op game Darkstalkers' Revenge, the follow-up to Darkstalkers, added to that progression nicely. Although the sequel never really caught on in the arcades, it now has another chance on the Saturn.

So what's new with this game? Revenge adds four new fighters to the lineup (see ProReview, April). Two fighters, Pyron and Huitzil, are bosses from the last game. The other two are originals: the ghost Hsien-Ko and the vampire-hunter Donovan. Each of the game's fighters has some new moves and a new Super Special move.

Revenge doesn't have Street Fighter Alpha's depth or combo techniques, though it does have a few limited combos of its own. What Revenge does supply is eye-popping visuals. The special moves are a real treat and worth executing



Choose from 14 fighters - including the boss characters!



PROTIP: To do Huitzil's Firing Squad, motion → ↘ ↓ ↙ ← and press all three kick buttons.

more for spectacle than for damage to opponents. Moves like Huitzil's Firing Squad and Felicia's Cat Pack Attack fill the screen with awesome and hilarious fireworks, with no slowdown or distortion. The backgrounds are also a pleasure to battle in - especially with the interactive elements (the wine barrel that stains the ground red in Talbain's stage, and the smashing pillars in Felicia's and Anakaris's stages, for example).

Darkstalkers Unplugged

The sound is equally awe-some. All the audio from the arcade, from the constant

meowing of cats in Felicia's stage to the busy construction of Huitzil's robot lab, are perfectly translated - some of the moves, like Hsien-Ko's flesh-slicing Guillotine Swing, are almost painful to endure. Crystal-clear stereo sound conveys the auditory details as the



PROTIP: When close to an opponent, quickly tap Toward twice to teleport right through them.



PROTIP: Be careful whenever Anakaris jumps. He can use his Royal Judgment power to transform you into something small and harmless.

Saturn Game Profile Night Warriors: Darkstalkers' Revenge

(By Capcom)

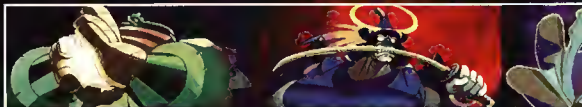


A visual stunner, Darkstalkers' Revenge is yet another excellent arcade translation by the fighting-game masters at Capcom.



\$64.99
CD
Available now
Fighting

2 players
14 fighters
Side view
Multiplayer





PROTIP: Hsien-Ko's gong (motion $\downarrow \leftarrow$ and press any punch) not only deflects projectiles but is also a great way to bruise opponents that get too close.



PROTIP: To deploy Felicia's deadly Cat Pack Attack, motion $\leftarrow \downarrow \rightarrow$ and press all three kick buttons.



PROTIP: Watch out for Hsien-Ko's projectiles. Occasionally, she throws a big object that dizzies you if it hits.

fighters fly from one speaker to the other.

The music also shines, for the most part. The moods are by turns eerie (the fighter-select screen), jazzy and upbeat (Felicia's casino-rooftop battle), and annoying beyond belief (Hsien-Ko's constant "hi-ya" screamed over Chinese-inspired music).

Taking Stalk Of the Situation

Using half circle and Dragon Punch motions any Street Fighter player will immediately recognize, Revenge adds a Super Meter in the corner that gradually charges over time. As you'd expect, you



PROTIP: For Hsien-Ko's Ground Knives, motion $\leftarrow \downarrow \rightarrow$ and press all three kick buttons.



PROTIP: To summon Demitri's Demonic Bats, motion $\downarrow \rightarrow \downarrow$ and press all three kick buttons.



PROTIP: To do Victor's Or. Assistant, motion $\leftarrow \downarrow \rightarrow$ and press all three kick buttons.

can execute a damaging Super Special when the meter bar is full. This time, though, the meter can never be maxed out (each time the bar is filled, the number below it increases). If you fill the bar several times, you can execute Super Specials consecutively.

All the moves are easy to pull off, with the exception of a few Super Specials (like Morrigan's Doppelganger and Hsien-Ko's Spike Ball Drop). If the three-button simultaneous special moves are problematic, you can configure the controller so all three rest on

the top L or R button. Revenge also comes with several turbo speeds, the fastest of which is almost too quick. Still, all the moves are perfectly executable, even at the frenzied pace.

A Reason to Visit Saturn

The Saturn is already booming with great arcade fighting game translations (Street Fighter Alpha, X-Men), and Revenge fits in with the best offerings. It may not be the deepest fighting game around, and fighting fanatics may dismiss it prematurely, but Capcom has certainly released a game to be reckoned with. Now maybe Capcom will give us Marvel Super Heroes on the Saturn! **A**



PROVIEW

Saturn



PROTIP: Sneak up from behind these sluggish land crawlers, and blast them good before they turn to fire on you.



PROTIP: Build your castles in safe areas (sometimes on the water), or your enemies will attack and destroy them.



PROTIP: New spells are often booby-trapped. Be wary when you pick them up - you may trigger a host of new enemies.



PROTIP: Search out these circles of stones for free mana.



PROTIP: Lure wizards over the water to avoid being hit by other enemies.

Magic Carpet



By Tommy Glide

Slip on your best turban - Magic Carpet is an intense first-person adventure like Doom, spiced up with Aladdin's mystical Arabian flavor.

Massive Carpet

The world has plunged into

chaos, thanks to a spell created by a master wizard. As his apprentice, you must restore peace. From your free floating magic carpet, you shoot down a host of evil beasts and collect their elemental power, called mana, to right the balance.

Magic Carpet is huge, and it involves more than just fly-by shooting. You need to col-

lect new spells, build castles, and convert the local populace to your side by casting Possession spells over their dwellings. Wizard wannabes are in for a long 46 levels, and there are bonus levels that reward those who beat the

game. But winning's not easy. Everything from giant bees, dragons, undead armies, and enemy wizards come at you. Fortunately, you can accumulate 24 spells, from simple Healing to whoppers like Global Death.

No Shag, No Lag

Great visuals and sounds work together to increase the appeal of Magic Carpet's 360-degree environment. The terrain stretches and morphs, enabling you to blow holes in the ground with your fireballs and enhancing such animation as the magically appearing castles. The scrolling is fairly smooth, and many of your enemies appear as one-dimensional sprites.

The sound resonates with awesome spell-casting effects. The music is eerie and sweet, perfectly complementing your mythical flight. Even better are the subtleties, like the crowd chatter when you swoop over a village, the lapping water of the ocean, and the whiz of enemy arrows.

Burnin' Rugger

Good controls allow you to fly everywhere in Magic Carpet. Although you can't pull fancy moves like barrel rolls and loops, there's still a lot to do, so don't expect to master this agile doormat immediately. The spell menu takes more effort than it should, but the rest is straightforward.

If you want to break out of those corridor adventures and play an original first-person shooter, test-drive this carpet of the Persian persuasion. The unfriendly skies have rarely been this inviting on the Saturn. **G**



PROTIP: When battling the flying worms, wait for them to dive before unleashing rapid fireballs.



PROTIP: When you defeat another wizard, cast your Possession spell upon their remains to claim all their mana.

Saturn Game Profile Magic Carpet (By Electronic Arts)



The smash PC game ports all its great game-play to the Saturn. This is excellent high-flying shooting with a touch of sorcery.



Graphics Sound Controls Proficiency Challenge
4.0 4.5 4.0 4.5 4.0
ADJ. Adjustment

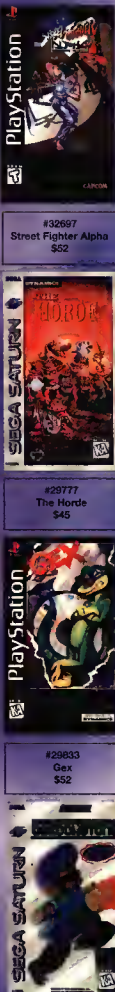
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Multiscrolling
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SNES

| | | |
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#33938
J. Bazookatone
\$51



By Johnny
Ballgame

If you're getting tired of Return Fire, the add-on Maps O' Death breathes new life into the year-old game, offering more than 100 fresh levels filled with the carnage and insanity Fire fans love.

Great gameplay is enhanced by crazy maps and endless enemies. The sound booms with magnificence and the graphics include minute details like helicopters blow-



300



Killing soldiers might not win the game, but it increases the fun!



By Captain
Squideo

Variety is the spice of life, and variety is all that spices up this routine shooting game.

Creature Feature

This two-disc game gives you five missions with three distinct styles of gameplay: Total Eclipse-style canyon skimming, Doom-style corridor stalking, and Virtua Cop-style shooting galleries. All the missions have sci-fi themes as you venture to Saturn, explore the insides of alien ships, and shoot it out with toothy aliens.

Unfortunately, the controls don't bring enough life to this

planetary party. You have only one weapon for each mission, so this is mostly a one-button game. Also, the cursor moves too sluggishly and shots are fired too slowly for you to meet the challenge of the many ships and creatures obstructing your way. You know where to shoot and when, but you still won't be able to nail the slowly advancing slug in front of you.

Shock to the System

The sounds and graphics don't add much drama. What should



PROTIP: When flying to Saturn, dodge the asteroids. Don't waste time trying to shoot them.

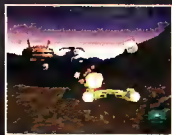
have been intense alien screams and a stirring soundtrack are instead just interesting groans and bland background music. The graphics are inconsistent: The flying sequences seem pixelated and undetailed, but the weird creatures in the corridor levels are quick and imaginative.



PROTIP: Onboard the alien ship, the creatures have only one weak spot. Aim for this slug's eyes.

CREATURE shock

Creature Shock won't do anything too shocking or too stimulating to capture your imagination. The gameplay may change, but your interest level won't. **C**



PROTIP: Stay low as you fly through Tethys; most enemies float above you.

Check out some of the hottest new levels!



Inner Space

Getting Dizzy



Up a Creek

Amazing Waste

ing into pieces and scattering in the water.

A day without playing Maps O' Death is like a day lived in infamy. **C**



PROTIP: In areas where you're surrounded by enemies, take out one side first, so you have an escape route later if necessary.



PROTIP: Cross water in the shallow light-blue section as an alternative to using a bridge.

Maps O' Death by Prolific

| Graphics | Sound | Control | Performance | Challenge |
|----------|-------|---------|-------------|--------------|
| | | | | |
| 4.5 | 3.0 | 4.5 | 4.5 | Intermediate |

\$29.95

CD

Available now

2 players

100+ levels

30-overhead view

Passwords

Not rated by the ESRB

300 rating: Guidance

for 17 and under

Creature Shock by Virgin

| Graphics | Sound | Control | Performance | Challenge |
|----------|-------|---------|-------------|------------|
| | | | | |
| 3.0 | 1.5 | 2.5 | 2.5 | Adjustable |

\$44.95

CD

Available now

Shooter

1 player

5 missions

First-person view

Multiscrolling

Not yet rated by 300

Flamin' Yawn trashed my house.
Psycrew stole my lady.
I've got a backpack full of snatt.

This ain't gonna be no picnic.

EARTHWORM JIM



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PC CD-ROM



SEGA ATOP



Arcade Classics

By Tommy Glide

Want wave after wave of action with Centipede and Missile Command? Then look here, but don't bother with Pong.

Centipede is a shooting pleasure. All the spiders and scorpions remain intact; likewise, the colorful graphics and the blasting sound effects have been accurately reproduced. Missile Command, however, looks and sounds like the Atari 2600 version. Pong gives you a tough computer opponent, but it's the same black-and-white blips that quickly get boring.

Centipede alone is not reason enough to pick this game up. But if you're a sucker for the classics, you get a good variety of games on this cart.



PROTIP: In *Missile Command*, don't target missiles headed for cities that are already destroyed.



PROTIP: It's easy to pick off centipedes when they're coming down the side of the screen in a row.

Game Gear Game Profile Arcade Classics by Sega

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|-----------|
| | | | | |
| 3.0 | 3.5 | 3.5 | 4.0 | Adaptive |

\$29.99
4 mags
Available now
Shout!-Pang

2 players (alternating)

Multiple views
ESRB rating: Kids
to Adults

Waterworld

By Sir Garnabus

As the cannon-bearing Mariner from the movie, you patrol the waters of the future, shooting enemy jet-skis and boats. That



PROTIP: Keep moving to avoid being hit from behind by Smokers.



PROTIP: Circle around the outside of the *Ataks*. *Smokers* converge on the center, making it a major collision site.

is, if the game's slow controls and bad collision detection don't stop you first.

Repetitive sights pollute the water. Identical enemies and victims appear in every level. *Waterworld* is a 3D game, but a distant sunset provides the only background, which neutralizes the effect. Generic cannon fire and pingy warning sounds blend with synthesized sax and keyboard music.

A bad film makes for an even worse game in this boring shooter. *Waterworld* is a Virtual Boy's wet-nightmare.

Virtual Boy Game Profile Waterworld by Ocean

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|--------------|
| | | | | |
| 2.5 | 3.0 | 2.5 | 2.5 | Intermediate |

\$39.95
16 mags
Available now
Shout!-Pang
0 players

Behind-the-beat

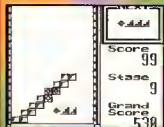
New
Infinite levels
ESRB rating: Kids
to Adults

Tetris Blast

By Coach Kyle

Nintendo adds new twists to its classic puzzle to make it better than ever. As in earlier versions of Tetris, you position blocks as they fall into a vertical shaft. A new Fight mode adds cute enemies who sabotage your efforts. Also new are mega bombs, which destroy enemies and rows of blocks. These new features add intrigue to what was already a fun concept.

The familiar Tetris graphics are better and sharper than ever, especially with the Super Game Boy backgrounds. The sounds are also more varied than in previous games. The controls are better, too, because now you can easily slide blocks once they land. Add varied difficulty settings and Training mode, and Tetris Blast is a blast.



PROTIP: Use your slide move to fill in awkward holes beneath overhanging blocks.



PROTIP: Group four bombs to make a mega bomb.

Game Boy Game Profile Tetris Blast by Nintendo

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|------------|
| | | | | |
| 4.5 | 4.5 | 5.0 | 5.0 | Adjustable |

\$29.95
4 mags
Available now
Puzzle

2 players (with

Game Link Cable)
Side view
ESRB rating: Kids
to Adults

College Slam

By Greasy Gus

College Slam, the world's biggest rip-off of NBA Jam, is now (barely) a Game Boy cart.

Like the 16-bit titles of the same name, it's two-on-two hoops with a Practice mode



PROTIP: Don't trap yourself between your opponent and the sideline. The computer usually steals the ball.



PROTIP: If you have a solid point guard, use him for all the three-pointers.

added — but there's no difficulty setting, and the computer plays a physical game.

Both the graphics and sound suffer. While the stiff sprites are good-sized, the weak color palette makes it easy to con- sider your team with the opposition. The music is okay, but the effects are weak.

The player control is decent, but it's annoying to use the Start button for Turbo. In brief, don't play ball on this court.

Game Boy Game Profile College Slam by Acclaim

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|--------------|
| | | | | |
| 2.5 | 2.5 | 2.5 | 2.5 | Intermediate |

\$29.99
4 mags
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2-on-2 basketball
1 player
44 college teams

Side view

Multi-scrolling
Perspective
ESRB rating: Kids
to Adults

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"1995
PARENTS' CHOICE AWARD"

"A+"

ENTERTAINMENT WEEKLY,
NOVEMBER 17, 1995

"1995 MEGAWARD"
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ENTERTAINMENT

Quick Hits

Phoenix 3 3DO



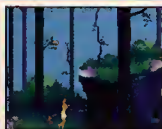
You've seen this side-scrolling Blackthorne action before. Phoenix 3 presents a decent sci-fi setting for walk-n-shoot alien blasting. The graphics are detailed, but the characters have choppy movements. Gushy sound effects and extreme gore when the aliens explode are the best features. Not bad,



but nothing new, either. (By Studio 3DD)

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|------------|
| | | | | |
| 3.5 | 4.0 | 3.0 | 3.0 | Adjustable |

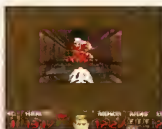
Pocahontas Genesis



Animation fans and younger players will love this gentle, slow-moving game. Lithe Pocahontas walks and swims through gorgeous pastoral settings, helping her animal friends and absorbing their powers. Easy puzzles provide the challenge but gameplay is not as exuberant as Disney's Aladdin. Pocahontas is good Disney fun for novices. (By Disney Interactive)

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|-----------|
| | | | | |
| 4.0 | 3.0 | 3.0 | 3.5 | Beginner |

Doom 3DO



Doom lands on the 3DO with a thud. This version is awful, if just for the fact that you can only get fluid gameplay by shrinking the window to the size of a stamp — any bigger and the picture gets so choppy, it's unplayable. The sound and controls are average, but this is the worst console version of Doom so far. (By Art Data Interactive)

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|------------|
| | | | | |
| 2.0 | 2.0 | 1.0 | 1.5 | Adjustable |

The Chessmaster 3D PlayStation



Chessmaster is a challenging but dreary take on the classic strategy game. The slow CD access time and inaccurate controls are vexing, but chess fans will enjoy the challenging chess engine and the variety of features, including 12 computer opponents, head-to-head mode, and time controls. Kasparov took on Deep Blue; you can challenge the Chessmaster. (By Mindscape)

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|--------------|
| | | | | |
| 3.5 | 4.0 | 3.0 | 4.0 | Intermediate |

Dragon Lore 3DO



Dragon Lore is a full-screen, action RPG. Smooth, rendered 3D animation and voice clips accompany the great mythological storyline to make up a well-rounded game. RPG fans will enjoy the attention to detail as well as the intuitive motions and menus, but slow access time is one of the few setbacks. (By Mindscape)

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|--------------|
| | | | | |
| 4.0 | 4.0 | 3.5 | 4.0 | Intermediate |

Winning Post Saturn



Koei is back with yet another sim, this time in the high-yield field of horse racing. Unfortunately, this arena is neither very exciting, nor very good sim material. Watching other horses race (you have no control over the races) and breeding ponies has no place on a high-end next-gen system. Try PTO with real film footage. (By Koei)

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|--------------|
| | | | | |
| 2.5 | 2.5 | 2.0 | 2.0 | Intermediate |

Nester's Funky Bowling Virtual Boy



Nester's Funky Bowling is challenging and fun at first, but after a few games, the strikes come easier and the difficulty level never increases. Character animation and funky music spice up the gameplay; however, after a couple of frames even these become repetitive. The controls are accurate but limited. Although it's spare, it doesn't strike out. (By Nintendo)

| Graphics | Sound | Control | Fun/Factor | Challenge |
|----------|-------|---------|------------|--------------|
| | | | | |
| 3.0 | 2.5 | 3.0 | 2.5 | Intermediate |

Download the Demo
<http://www.returnfire.com>

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RETURN FIRE



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Don't just stand there.
Return Fire on PlayStation,
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Your front line looks like Swiss cheese,
and your tank's in flames. If you
don't retreat and regroup, the tag's
going to fall. And you're gonna
get tagged.

In Return Fire, firepower
is key, but strategy
is what keeps you
alive. From heli-
copters that make Apaches
look like Pocahontas, to
tanks straight out of your
worst nightmares, your mission
is to disable enemy forces, blow your
way into hostile territory and retrieve
the tag with a ground-pounding jeep.
But this is no one-sided kill-test.
Your enemy is in your face trying to
do the same thing to you.

With superb overall detail,
major multimedia video, and a
killer stereo soundtrack, Return
Fire is an all-out firefight that
keeps you thinking all the time. But
don't think too long. Because there's
a battalion of bad guys just looking to
put the tag on you.

Destroy. Destroy. Destroy.



PlayStation



PC CD-Rom



Saturn



3DO

Created and Designed by Baron R.K. Von Wolfsheld • eveloped by Silent Storm • Co-Produced by • Published by

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SPORTS PAGES

May 1996

Soccer • Basketball • Racing • Baseball

Newest Soccer Contender Fields a Strong Team



VR Soccer '96

By Tommy Glide

PlayStation

VR Sports' first entry fields the best-looking teams for the PlayStation so far. Providing easy playability and some of soccer's technical aspects, VR Soccer is good foot action for the middle-of-the-road fan.

Kick Off!

VR takes a gentle, realistic approach to the world's biggest sport, implementing more of the natural pace of soccer. The game offers Arcade and Sim modes, but the high energy and heavy tackling associated with an arcade feel are nonexistent. You need to utilize solid soccer strategy to put the ball in the net.

With 43 international teams, you can hit the field in a season, Cup tournament, exhibition match, or practice. There's no license to bring you real international players, though.

Controlwise, VR is easy to pick up and play, but it suffers when you leave behind automatic player switching and try your luck manually. And while it lacks most of FIFA's special moves, the game compensates with a fairly deep level of play. However, VR definitely could use the flash of a bicycle or rainbow kick.

Graphical Goal

Visually, VR decimates the competition. The large, polygonal characters



move with motion-captured grace and are much smoother than the angular characters seen in Goal Storm. The camera scales and zooms superbly, giving you a great perspective on the

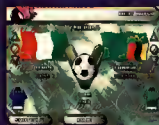
PROTIP: Tap \square to muscled away the ball when in-close with an opposing dribbler.

| VR Soccer '96 by VR Sports | | | | |
|--|-------|---------|-----------|-----------|
| Graphics | Sound | Control | Interface | Challenge |
| | | | | |
| 4.5 | 4.5 | 4.5 | 4.5 | 4.5 |
| ESR CD Available now Soccer 43 International teams | | | | |
| INT. 2 players Multiple views 6 save slots ESRB rating: Kids to Adults | | | | |



PROTIP: In the practice mode, work on getting the perfect lob (simultaneously press \square and \times , then release \times) on corner kicks.

VR Soccer Tips



PROTIP: Beginners should play as Italy against Zambia for an easy first match.



PROTIP: When you see the square highlighted under your wing, press \square , and your man will automatically attempt to chip the ball into the net or to one of your teammates in front.



PROTIP: If you're having trouble maneuvering into scoring position, put more men on the forward line and kick long, high passes from the backfield.



PROTIP: Your computer opponent is pretty lousy at throw-ins, so cover him closely, and you can usually steal the ball.

impressive 3D stadium. The only drawback is that each member of the same team unrealistically has the same hair color.

The sounds win by a small margin. You get a witty English commentator who sometimes repeats himself and very realistic crowd noise. The ref's whistle shrills loudly, but other onfield noises, like the muted tackles, could have been pumped up.

Off the Post

Despite some flaws, VR blends FIFA's strategy with the sharp visuals and simple controls of Goal Storm, making it the best all-around PlayStation soccer game available. Another solid contender, Adidas Power Soccer from Psygnosis, is due out this summer. But if you're ready to kick in some dough for a soccer title now, you'll get the most boot for your buck with VR '96. ■



Bottom of the 9th

By Air Hendrix

PlayStation

At last, solid baseball arrives on the PlayStation. Despite the hard-to-learn controls and minor-league graphics, *Bottom of the 9th* delivers tough but fun sim-style action.

Play Ball!

Bottom of the 9th fills the dugouts with all the major-league players, but the teams are named by city only, which still works just fine. In eight fantasy stadiums, you hit the fields in Training, Exhibition, Season, or General Manager modes.

The tough A.I. eats you alive for the slightest errors, demanding a



PROTIP: When pitching, aim as far away from the batter's cursor as possible to decrease his chances of contact.

tight, strategic style of play that sim fans will love. Unlike *World Series*, *9th* is no wussy homerfest.

Even pros will need major practice with *9th*'s unusual controls. Once you're up to speed, though, they clearly represent each batter's and pitcher's real-life abilities,

Bottom of the 9th Tips



PROTIP: Most pitchers have only a few trademark pitches, so keep your batting cursor waiting in a likely location.



PROTIP: Begin moving your off-screen fielders into position as soon as the ball leaves the bat.

building a realistic feel. The manual fielding goes too far, though, providing little indication of where the ball's headed.

Virtua Baseball

Graphically, *9th* goes for those trendy polygons, but they head foul with a look that's too chunky and unrealistic. Even worse, the screen's confusingly overcrowded with info and views. As with the controls, however, time and a little practice smooth over these rough edges. As far as sounds go, a clear, on-the-ball announcer tracks the action, and

the respectable sound effects pull their weight.

Serious baseball fiends will enjoy this ballpark's authentic, challenging gameplay—at least until the next wave of PlayStation baseball games arrives this summer. ■

Bottom of the 9th by Konami

| Graphics | Sound | Control | Features | Challenge |
|---------------------|-------|-----------------------------|----------|-----------|
| 5.0 | 4.5 | 5.5 | 4.5 | ADJ. |
| Price not available | | 2 players | | |
| CD | | Multiple views | | |
| Available April | | ESRB rating: Kids to Adults | | |



Formula 1 World Championship

PlayStation

With the Formula 1 license in the bag, this wickedly fast racing game already performs well enough to qualify for a leading pole position on the PlayStation. The 17 tracks are carefully modeled after actual F1 circuits, and you'll also find 13 teams and 35 drivers straight out of the '95 season. The less complex Arcade mode provides fast, easily learned action, while Grand Prix mode presents true sim-style gameplay, which means you must learn racing dynamics and tactics, manage pit stops, and handle other real-life intricacies. Snazzy polygonal graphics, commentary by announcer Murray Walker, tunes by Joe Satriani, and bone-jarring sound effects give this racer all the gas it needs. — *Air Hendrix*



VR SOCCER TIP

8

PUNCH THE SPEED BURST BUTTON TO ELUDE PESKY DEFENDERS. THIS WILL ALLOW YOU AND TAB RAMOS TO ENJOY TOASTED GOALIE FOR LUNCH.



For more VR Soccer Tips and free demo, visit our web site at <http://www.vrsports.com>
Or, purchase a PC CD-ROM interactive preview at a participating retailer near you.

INTRODUCING VR SOCCER '96™

Where the bicycle kicks, the yellow cards and even the burnt goalies are for real.

It's just a game like English soccer fans are just a little enthusiastic. Say hello to the next generation of soccer. *Video Games*

magazine calls VR Soccer '96™

"The best 32-bit soccer game..."

With smooth, fast camera

action, it's the only soccer

game you can play from any-

where and everywhere on the field.

You can select from 44 international teams and play virtually any position. Plus, up to four players can play on one system with a network option for up to twenty players on the PC. VR Soccer '96™.

Now this is a game you can get into.

Available on
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Coming soon on
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Virtual FieldVision™ allows you to play in real time from any camera perspective, including first person.



Interactive motion capture means you get real-time player movement with ultimate player control.



Realistic polygon-based figures that look and play like the world's best, because they are.



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Ken Griffey Jr.'s Winning Run

Super NES

By Air Hendrix

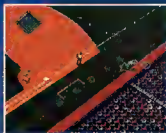


Winning Run's snazzy rendered graphics and deeper gameplay could crank out a 16-bit grand slam, but it's too early to make a solid call.

Developed by Rare
Published by Nintendo
Available June

80% COMPLETE

Controls



On the mound, pitchers pack three standard pitches (fastball, change-up, and curve) and one special pitch, such as a knuckleball. You can still steer the ball—within the bounds of realism and your pitcher's ability. Some tuning aside, batting and fielding work much the same way.

Gameplay



Winning Run steps up to the plate with most of the modern baseball necessities, including four modes, major-league teams and stadiums, adjustable fielder positioning, and trades. No real-life players, though. If the flashy arcade style of the first Griffey game turned you off, Nintendo's promising to deliver a sequel with more realistic, in-depth action. Only hands-on play time will tell the true tale, but Winning Run's headed in the right direction.



Draped with motion-capturing equipment, Mariners' star Ken Griffey prepares to swing so his movements can be used in Nintendo's new SNES and Nintendo 64 games.

Graphics



This Griffey ditched the exaggerated, cartoony look of the first in favor of realistic, rendered 3D players and stadiums. Nintendo also built in some unique touches to simplify fielding: When the ball is hit, a white streak trails behind it, and when it lands, it kicks up a puff of dirt. Even on the basis of these early pictures, Winning Run looks like a promising fly ball that might leave the park.



SPORTS INSIDER PREVIEWS



NBA Shoot Out PlayStation

NBA Shoot Out supplies a rare combination of style and substance, sending it on its way to becoming the best basketball game ever created. It features all 29 NBA teams, authentic players, playoffs, trades, set offensive plays, and stat tracking. The amazing graphics are highlighted by Latrell Sprewell's motion-captured dunks, and everything from the court to the fans and players help make basketball look beautiful. The sound still needs smoothing out, but that's only a minor flaw in an otherwise remarkably fun, realistic game. Shoot Out shines — it's sure to leave its competitors stranded on the bench.

— Johnny Ballgame



SID-MO



SID-MO



Developed and published by Sony
Available Now

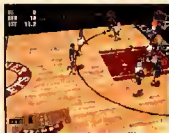
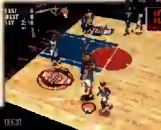
80% COMPLETE



NBA Live '96 PlayStation

NBA Live '96 finally hits the 32-bit market, but at this early stage, it has a long way to go to catch up with the competition. Live's generous options include real teams and players, play calling, trades, and three difficulty levels. The gameplay's fast and fierce, but in this preview version, it suffers from sub-par graphics. The players look cartoony, and the dunks don't compare to Shoot Out or In The Zone. Live's music, crowd noise, and PA sounds are at the top of their game, though. So far, Live's a decent translation, but EA's facing a lot of preseason work before it'll catch up to Shoot Out.

— Johnny Ballgame



Developed and published by Electronic Arts
Available Now

80% COMPLETE



SPORTS INSIDER PREVIEWS



Adidas Power Soccer PlayStation

Do we need any more 32-bit soccer titles? Unlike deflecting a soccer ball with your face, another game like Power Soccer won't hurt. This sporty sim combines the hard-core strategy and control depth of FIFA with the nice scaling graphics and easy playability of Goal Storm. Smooth scrolling, solid commentary, sharp polygonal sprites, and realistic motion-capture animation give this early version of Power Soccer a winning look. This game even includes some new dirty moves, like tugging your opponent's jersey when battling in-close for the ball. Special camera angles bring you right onto the field for corner and penalty kicks.

—Tommy Glide



Developed and published by
Psygnosis
Available Spring '96

50% COMPLETE



Frank Thomas "Big Hurt" Baseball PlayStation

Frank Thomas slides into home on the PlayStation, and hopefully this 32-bit ball game will fare better than his poorly received Genesis and SNES carts. With the MLBPA license, you're guaranteed all the Major League players in their respective cities, but don't expect the team names and logos. Modes of play include Playoffs, All-Star, General Manager, Home Run Derby, and Batting Practice. Look for rendered 3D stadiums, a sharp photorealistic view of the batter's box, and Frank's own motion-captured swinging animation. —Tommy Glide



Developed by Iguana
Published by Acclaim
Available Spring '96

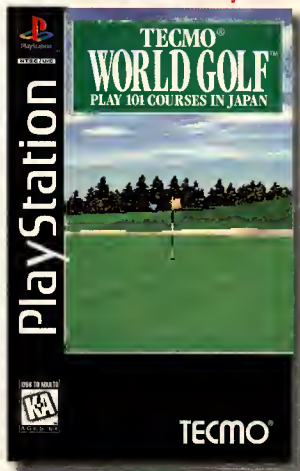
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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • MAY '96

SUPER MARIO RPG

Legend of the Seven Stars

By Scary Larry

There could be no better coupling of forces than Square Soft and Nintendo, and they bring years of expertise to Super Mario RPG. But does it hold up to the toughest RPG standards? If you like fast, funny action, and great rendered graphics, it does.

Plumb and Plumber

Mario has a lot of trouble with relationships. Once again, he's lost Princess Toadstool to evil fiends, and he's off to the Mushroom Kingdom to find her. In order to restore the kingdom, Mario has to find the Seven Stars, indeed a Super quest!

He's aided by spells, neat weapons, and friendly allies – the most surprising of which is Bowser. Mario finds several new companions (and some old ones, like Yoshi), but can take only three on his quest.

RPGers will be interested in the advancement of levels through combat. After acquiring a certain amount of experience points, you're allowed to increase either your Hit

Points, Magic Defense, or Attack Power. You can build up your weapons and armor through the various shops.

Square Deal

Square's hand in this RPG is obvious. Great humor, lots of conversation, and extensive puzzle-solving flesh out the gameplay. And don't let the smooth taste fool you – the game may have a cute, child-like interface to it, but it's tough, with tons of strategy and side quests.

Added features, like Toad-fasky's music levels, give the game a high replay factor.

There are also great-looking spells and rendered enemies like Goombas, Sky Troopas, and even Bob-ombs. And expect a surprise or two, like

General Tips

There are four ways to get free items when first battling. You can get freebies during combat when:



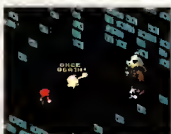
(A) you use an item;



(B) you get HP Max during combat;



(C) you find a Get Lucky icon during battle, which lets you double your experience points after a battle; or



(D) you get an extra hit with the Once Again icon.

Donkey Kong and Yoshi making guest appearances!

Super Mario Whirl

From the rendered enemies to the rich cinematics, the graphics are stunning. Mario looks

exactly like he did in the first Super Mario World for the SNES, and his companions each have unique graphical qualities (for example, Mallow literally jumps out of his shorts when he casts a spell).

Level Up

After battling and collecting experience points, you'll reach the next level! Now you have your choice of:



Attack Power – Increase the level of attacks with weapons. This works well with Mario, and maybe Bowser. Leave Mallow and Geno out of this one for a while.

Hit Points – Everyone benefits from higher Hit Points. Use this to build up Mario, and use it to build up others gradually.

Star Power – This increases the power of Magic, and lets a person use less Magic Points per spell. Perfect for magic casters like Geno and Mallow. Use this on Mallow after every other increase.

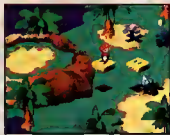
Super Mario RPG: The Legend of the Seven Stars by Nintendo

| Graphics | Sound | Control | Performance | Challenge |
|----------|-------|---------|-------------|-----------|
| | | | | |
| 5.5 | 5.5 | 5.5 | 5.5 | 5.5 |

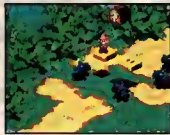
\$74.99
32 mips
Available May
RPG
1 player

32-overhead view
Multitasking
ESRB rating: Kids
to Adults
Nintendo

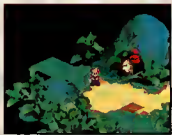
Platforms and Treasure Chests



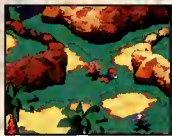
When you jump on the yellow platform squares, they stop moving.



If there is a treasure chest above the square, try to align the shadow of the square with the shadow cast by the treasure chest, then jump.



Treasure chests abound, but some come with an enemy attached. If you're low on HP, revitalize before you attack. Don't get greedy.



Beware of revolving flowers. They lead to other platforms, but if you stay on them too long, you'll get dizzy and fall off.

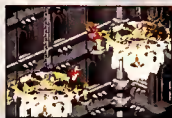
Take a Bowser

This fun, intriguing role-playing game should please diehard RPG fans as well as novice players. Once you pick this one up, you're hooked. Mario lives up to his Super status once again. **G**

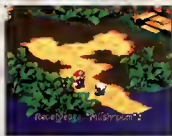


This month, we're starting you off with a brief instalment of the *Super Mario RPG: The Legend of the Seven Stars* ProStrategy Guide. We'll keep the strategies coming every month until we beat the game!

Part One: Introduction



The game starts like they usually do for Mario. In one of the longest introductions ever for a game, you have to fight Bowser when he grabs the Princess.



You start at Mario's Place. You can always go there to be healed or to save your game.



Like most Square games, you have to find strategic ways to beat the bosses. Move the cursor to find alternate attack points, like the chains holding up Bowser.



Now it's off to the Mushroom Kingdom to seek out the help of the king. Fight as many enemies as you can along the way to boost your experience levels.

Enemies Among Us

On the way to the king, you fight a variety of smaller enemies, most of which can be done in with double hits.

Goombas



One hit does the trick.

Sky Troops



Another one-hit wonder

Spikey



Don't use a Jump attack, or you'll get stuck!

Froggy

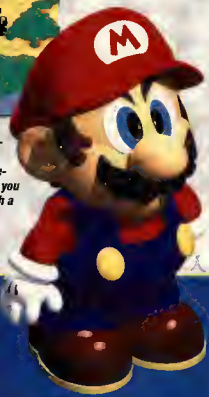


These guys are a little tougher, so try stronger magic.





Once in a while you'll come across an Invincibility Star. Use it to wipe out as many enemies as you can, and you may be rewarded with a level-up!

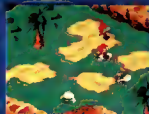


MARIO



Mario's back, and he has a variety of special attacks and weapons to use.

Super Jump



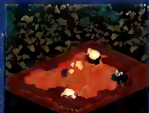
A more powerful Jump attack

Super Flame



A more powerful Fire Orb attack

Fire Orb



A multiple hit attack, this one should only be used against bosses because it sucks up Star Points.

Jump Attack



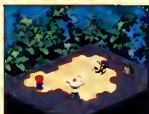
Very effective against weak enemies like Froggy. Also good against the bosses when all else fails.

MALLOW



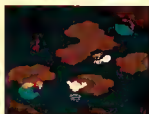
Mallow (as in Marshmallow) is a pudgy, magic-spewing friend that Mario meets in the Mushroom Kingdom. Short on courage but long on action, Mallow is a great backup for Mario.

HP Thunderbolt



This important and powerful spell damages all the enemies in the opposing party, but it's weak against the undead.

Psychopath



This spell lets you see how many hit points the enemy has. It also yields hidden items or information about the enemy.

HP Rain



This heals one person in the party at a time and yields about 30 hit points.

Shocker



A stronger thunder spell

The Hammer Brothers

First Mini-Boss



The Hammer Brothers are back to pester Mario, but they're not so tough this time. Use your standard jump attack, then a double hit, and they'll fall in no time.



You'll also get the Hammer for your own use! It's a great weapon and will do well until you acquire the Nok-Nok Shell.



Gameboy

[illegible]

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ACROSS

7. Helen Constantine

| |
|-----------------------|
| 3. Nose picking hero |
| 4. Cartoon Kim Bawner |

DOWN

1. He does the voice of Gex
2. Warner Bros. little sister

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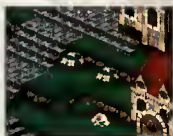
ROLE-PLAYER'S REALM

Mushroom Kingdom

The first thing to do in the Mushroom Kingdom is rest, then load up on supplies. At the shopkeeper's, you can get the following:

| | | |
|--|--------------|----------------------------------|
| Restores 30 HP for one member at a time | Mushroom | Armor for Mario |
| Restores 10 MP for one member at a time | Honey Syrup | Armor for Mallow |
| Restores one fallen party member | Pick Me Up | Use jump attacks against any foe |
| Restores status from sleep and mute spells | Apple Juice | Prevents poison damage |
| | Shirt | |
| | Pants | |
| | Jump Shoes | |
| | Antidote Pin | |

Cancel w/B



After speaking with the king, you find Mallow outside, crying up a storm because Croc stole his Frog Coin. Take him with you, and he'll always be loyal.



Head to Bandit's Way and chase down Croc. En route, you meet more interesting enemies like:

Shy Guy



These guys are evasive. Use spells when you're low on HP.

K-9



The dogs' attacks really put a hurtin' on Mallow. Use magic on them.



CROC: Has Your eyes are much faster than your feet!

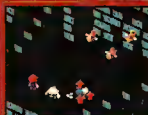
To regain the Frog Coin, you have to sneak up on Croc, then jump up and bep him on the head three times. After that, he agrees to give you back the Frog Coin.

GENO



Geno is a mysterious occupant of the Star Road. He helps out Mario after the battle with Bowyer. His magic spells are devastating.

Geno Boost

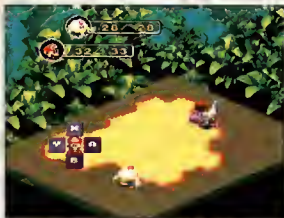


This raises Geno's defensive power for one turn.

Geno Beam



Geno's Beam can be charged for maximum effectiveness and does quite a bit of damage.



Wrong! How you have to fight Croc. Use Mallow's Thunderbolt and Mario's Fire Orb while continually eating mushrooms and honey. You should have him down in no time.

YOSHI



He's back! Mario's favorite low rider, who now resides on Yo'sters Isle

with other dino pals, can he called on in a pinch to help out with tough bosses. He gives you Yoshi Candy, which maxes the HP for the party.

Yoshi Candy



It's always good to have a friend when you need one!





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Future Fantasies

A sneak peak at upcoming games for RPG fans!

By Sir Scary Larry

Finally, the Fantasy Comes to the PlayStation!

Square of Japan has joined the growing ranks of PlayStation licensees after years of exclusive loyalty to Nintendo, announcing in Japan that it will not develop software for Nintendo's Super Famicom (Super NES in America) after releasing

FINAL FANTASY VII

ファイナルファンタジーVII

Rudora's Treasure and Treasure Hunter G in April. However, the major shocker is that Square will not develop games for N64 at all!

According to Square, the move to PlayStation came about because its game designers felt that they needed more data capacity than was available with ROM cartridges to bring next-generation RPG entertainment to fans. Square therefore decided to go with a successful CD-ROM game system, namely the PlayStation.

The first announced Square PSX title is Final Fantasy VII which should be released in Japan this December as a two-

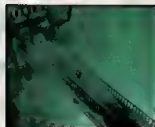
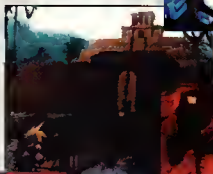
disc set priced at just 5,800 yen (roughly \$58 U.S., or half of what it charged for Final Fantasy III in Japan). Although far from complete, FF VII already looks phenomenal with superb 3D polygon graphics.

By incorporating polygons, battle scenes should also be-

come much more dramatic since they place the player into the fray as an active participant rather than an observer. For example, the battle scenes will feature changing viewpoints, including a look from the enemy's point of view.

Composer Nobuo Uematsu's soundtrack should also

benefit greatly by going to CD with few data constraints. The release of this killer title could very well tip the balance of power in the Nintendo-dominated Japanese market in favor of Sony. Even without FF VII, Sony greatly benefits from Square's defection to its ranks as the reigning RPG champ claims to have 20 PSX games in preparation for release between the fall of '96 to the end of '97!

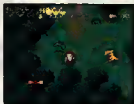
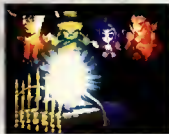


ROLE-PLAYER'S REALM



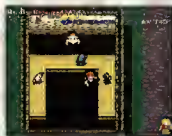
SHINING WISDOM

Fans of Shining Force will be greatly pleased to see this new RPG for the Saturn. Staying consistent with the traditional big-round-head-with-tiny-bodies Japanese animation for role players, Shining Wisdom is an overhead ad-



venture, complete with weapons, spells, and party-gathering. If you're looking for a more bloodthirsty, intense RPG, look elsewhere. This one makes Chrono Trigger look like *Reservoir Dogs*.

PlayStation
By Working Designs
Available May



Blood Omen: Legacy of Kain



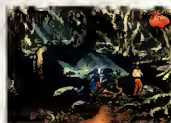
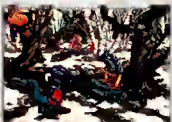
Blood Omen darkens the RPG/action landscape with a macabre anti-hero seeking revenge. You play Kain, a vampire who morphs into wolf, bat, and mist forms. Each form affords you different advantages as you engage in arcade-style combat. With an overhead view and more than 30 spells, Blood Omen has RPG appeal that's sweetened by 25 minutes of photorealistic 3D full-motion animation and hours of voice overs.

PlayStation and Saturn
By Crystal Dynamics
Available Fall '96

Blazing Dragons

Blazing Dragons is a Monty Python-esque graphic adventure with puzzle elements and humorous arcade-style action gameplay. As the dragon Flicker, you must find objects and talk to other characters in order to solve puzzles and build devices that will help you defeat the Black Dragon. Cheech Marin (*Up in Smoke*) and Harry Shearer (*The Simpsons*) lend their voices.

PlayStation and Saturn
By Crystal Dynamics
Available June



ROLE-PLAYER'S REALM

Iron Storm

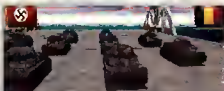


Do hex-based grid war games make you flinch? If not, check out Iron Storm, an RPG/war game from Working Designs. It combines the strategy of a sim, the graphics of Wing Arms, and the gameplay of chess for a war game that won't have you heading for the bunker. Iron Storm could

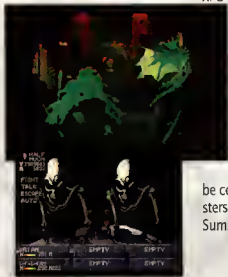


be the crossover hit that role-players have been waiting for. PTO and Liberty or Death were never this much fun to watch!

Saturn
By Working Designs
Available May

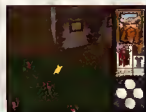
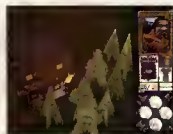
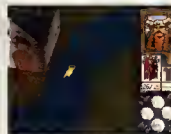
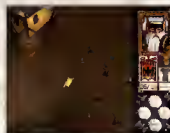
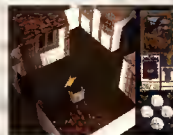


DEVIL SUMMONER



An eerie Ciger-esque fantasy RPG is making its way to America. It's Devil Summoner, and if the screens are any indication, this game is sure to be a hit. Great graphics tell the story as you call upon a private detective with hellish connections. You can also employ or fight the demons you meet. Monsters can be combined with other monsters, creating mutations. Devil Summoner looks promising.

PlayStation
By Atlus
Available July



WARHAMMER

Warhammer is the first PlayStation RPG from Mindscape. It features rendered 3D graphics, a 3/4-overhead view, and more than 30 minutes of full-motion video. Based on the fantasy board game, Warhammer looks like it combines strategy and traditional role-playing elements. Master your Orc Troops, keep the Goblins in line, and show the Skaven how things are done. Warhammer should appeal to RPG fans across the board.

PlayStation
By Mindscape
Available Spring '96

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THE FIGHTER'S EDGE PRESENTS

KILLER INSTINCT 2

Learn each fighter's special, super, and finishing move, along with some killer combos.

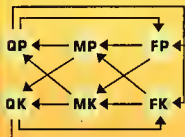
By Bruised Lee

(Special thanks to Eddie Ferrier)

It's time once again to let loose your Killer Instinct! Killer Instinct 2 is here, and it's better than before – with more moves, combos, and strategy. This ProStrategy Guide provides a breakdown of each fighter's basic skills, as well as their special moves and combos. We also show you how to beat the final boss, Gargos!

The Controls

Killer Instinct 2 now uses an Auto Double mechanism. Start an Auto Double with an FP, then follow up by tapping the next button in line. Use the controller legend as a guide on how to start an Auto Double.



K = Press any Kick button
P = Press any Punch button
FK = Fierce Kick
FP = Fierce Punch
MK = Medium Kick
MP = Medium Punch
QK = Quick Kick
QP = Quick Punch

Charge = Hold the direction indicated for the number of seconds indicated.

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the directions indicated in sequence.

{ } = Execute commands in parentheses simultaneously.

Note: All instructions assume that your character is facing to the right. If you're facing to the left, reverse any Toward and Away commands.

Combo Rules

Super Combo = Your super bar must be charged to perform this combo.

Ultimate Combo = This finishing move can be performed only in a combo that turns your opponent's energy bar to flashing red.

Ultra Combo = This can be performed only when a combo turns your opponent's energy bar to flashing red.

Before the Fight

Before you start a fight, you can select some basic options at the character-select screen.

Select Speed



Players can select the game speed by holding \downarrow and tapping one of the kick buttons. OK is slow, MK is medium, and FK is fast. Players can also randomly select speed by holding \uparrow and tapping Start. To change the color of your fighter, tap \uparrow or \downarrow .

Select Background and Music



As in the first KI, players can choose their favorite background and music. The first player to hold \downarrow or \uparrow and press any button gets to choose the background. The second player then uses the same method to pick the music. To choose the hidden Sky background, both players must simultaneously press and hold \downarrow and MK.



Basic Arts

To master KI 2, you need to learn these new features.

Throws



Yes, it's true, you can now throw your opponent! To throw, hold \rightarrow and tap FP. After the throw you can then juggle the opponent for extra hits by jumping toward them with a special move. To counter a throw, hold \leftarrow and tap FP.

Parry Moves



Parry moves are a way to stun and counterattack when an opponent comes in with a high MP or FP. To perform a Parry move, hold \leftarrow and tap OP. Note: Spinal doesn't have a Parry move.

Finishing Moves



Completely changed from the first KI, the finishing moves now allow no time for you to perform a fatality after the opponent falls down from a final blow. Now, when a player's life bar is flashing red, just tap the correct sequence to pull off the finishing move. On the flip side, you can block a finishing move, but you can also keep repeating the finishing move until it connects. Ultimate and Ultra combos are the same as in the first KI.

Combo Breakers



Combo breakers have been simplified, giving you a better chance of stopping a combo. A combo that starts with a punch can be broken with a kick, and vice versa. The likelihood of breaking a combo depends on the type of combo performed. For instance, Auto Combos are much easier to break than manual combos.

Super Moves



To perform super moves, you must first fill the power bar located under your life bar. You can charge the power bar by taking hits and performing combos. Once the power bar is filled, you can perform one of several super moves.

The Fighter's Edge

Special Moves

Boot Kick



Motion ↘ ↓ ↙ K

Web of Death



Motion ↘ ↓ ↙ FP for one hit, or, motion ↘ ↓ ↙ FP, hold →, tap FP for two hits

Skull Splitter



Motion ↙ ↓ ↘ FK

The Conqueror



Motion → ↓ ↓ P

Back Stab



In close, motion → ↓ ↙ ↘ ← QP

Super Moves

These moves can be performed only when your super meter is charged.

Super Shadow Snake



Motion ↓ ↘ → ← FK

Super Flaming Sword



Motion ↓ ↘ → ← QK

Super Destroyer



Motion ↓ ↙ ← ↘ ↓ ↘ → FP

Ultimate Combo



Tusk's defeated opponent becomes a snake snack during this Ultimate Combo.

Killer Combos

Nine-Hit Combo

Hold ↓, tap FK, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ FK

Ten-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↓ ↙ ← ↘ ↓ ↘ → FP, tap FP, motion ↘ ↓ ↙ → FP, tap MP, FK, MK, motion ↘ ↓ ↙ QP

Eleven-Hit Combo

Motion ↘ ↓ ↙ → FP, tap MP, FK, MK, motion ↘ ↓ ↙ → FP, tap MK, motion → ↓ ↘ FP

Fifteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↘ ↓ ↙ → FP, tap MK, FK, MK, motion ↘ ↓ ↙ → FP, tap MP, motion ↓ ↙ ← ↘ ↓ ↘ → FP

Combo Breaker

Motion → ↓ ↘ P or K

TUSK

Height: 6'11"
Weight: 380 lbs.
Age: 31

With the return of the demon lord to the land, Tusk leaves the arena to issue his challenge. Only by defeating all adversaries can a hero earn the right to face the evil Gargos.

Ultra Combo



Motion ↘ ↓ ↙ MP

Finishing Moves

Meteor Shower



Motion ↓ ↘ → ↓ ↘ → MP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



Special Moves

Tornado Kick



Motion ↘ ↓ ↙ K

Firecracker



Motion ↘ ↓ ↙ MP or FP

Split Kick



Motion ↘ ↓ ↙ FK

Fake Split Kick



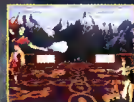
Motion ↘ ↓ ↙ MK

Fire Flower



Motion ↓ ↘ → QP

Fireball



Motion ↓ ↘ → MP or FP

Air Fireball



During jump, motion ↘ ↓ ↙ P

Forward Roll



Tap ↘

KIM WU

Height: 5'4"

Weight: 130 lbs.

Age: 17

A descendant of the heroes who banished Eyedol and Gargos, Kim is appointed guardian of her people. When Gargos returns, however, Kim must fulfill her duty to her homeland and destroy him forever.



Super Moves

These moves can be performed only when your super meter is charged.

Super Shockwave



Motion ↓ ↘ ↙ ↘ ↙ FK

Super Split Kick



Motion ↓ ↘ ↙ ↘ ↙ → FP

Ultra Combo



Motion ↓ ↘ ↙ QK

Killer Combos

Seven-Hit Combo

Jump in, tap FK, MP, motion ↘ ↓ ↙ MK, tap QP, motion ↓ ↘ → QP

Eight-Hit Combo

Motion ↘ ↓ ↙ MP, tap QP, motion ↘ ↓ ↙ MP, tap QP, hold ↘, tap FP, motion ↘ ↓ ↙ FP

Nine-Hit Combo

Hold ↓, tap FP, motion ↘ ↓ ↙ FK, tap MK, motion ↘ ↓ ↙ MK, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ FK

Thirteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↘ ↓ ↙ FK, tap MP, motion ↘ ↓ ↙ MP, tap QK, FK, MP, motion ↓ ↘ ↙ ↘ ↙ → FP

Combo Breaker

Motion → ↘ ↓ P or K

Ultimate Combo



Motion ↘ ↙ ↘ ↙ → ↘ QK



Finishing Moves

Chest Stomp



Motion ↓ ↘ ↙ ↘ ↙ → MK



Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

The Fighter's Edge

MAYA

Height: 5'10"

Weight: 140 lb

Age: 23

Christened queen of Amazonia after her part in banishing the dark lord Gargos, Maya is cast out from her tribe when Gargos returns. Maya must vanquish him to regain her throne.

Special Moves

Flip Kick



Tap ←, (→ MK)

Savage Blades



Tap ←, (→ MP)

Mantis



Tap ←, (→ FP)

Jungle Leap



Tap ←, (→ QK or FK)

Double Jungle Leap



Tap ←, (→ QK or FK), then tap ←, (→ QK)

Cobra Bite



Tap ←, (→ QP)

Flying Mantis



During jump, motion ↓ ← ← FP

Super Moves

These moves can be performed only when your super meter is charged.

Super Shadow Mantis



Motion → ↓ ↓ ← ← FP

Super Tree Cutter



Motion → ↓ ↓ ← ← FK

Finishing Moves

The Shrinker



Motion ← ↓ ↓ → ← QP



Killer Combos

Nine-Hit Combo

Jump in the air, motion → ↓ ↓ ← ← FP, tap MP, tap ←, (→ MK), QP, FK, MK, ←, (→ FK)

Ten-Hit Combo

Hold ↓, tap FP, ←, (→ MP), QK, ←, (→ MK), QP, ←, (→ FP)

Eleven-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Tap ←, (→ MK), QK, ←, (→ MK), QK, motion → ↓ ↓ ← ← → FK

Twelve-Hit Combo

Hold ↓, tap FP, ←, (→ MP), QP, ←, (→ MP), QP, hold ↓, tap FP, ←, (→ QP), ←, (→ FK)

Combo Breaker

Tap ←, (→ P or K)

Ultra Combo



Charge → for two seconds, tap (← FK)

Ultimate Combo



Motion ↓ ← ← → QK

Special Moves

Plasma Shield



Motion ↓ ↵ ← QK

Note: This move reflects fireballs.

Laser Storm



Motion ↓ ↵ → P

Fake Laser Storm



Motion ↓ ↵ ← QP

Plasma Slice



Motion → ↓ ↵ P

Cyberdash



Motion ← ↵ ↓ ↵ → K, or charge ← two seconds, tap (→ K)

Teleport



Motion ← ↵ ↵ P to teleport toward your opponent, or motion ← ↵ ↵ K to teleport behind your opponent.

Charge Slice



Tap (↓ FP)

Spin Charge Slice



Tap (← FP)

FULGORE

Height: 6'5"

Weight: 560 lbs.

Age: Unknown

The advanced, and deadlier, successor to the original Fulgore cyborg model destroyed by Jago. Activated after the time jump, its final Ultratech commands are simple: Find Jago... and kill him.



Super Moves

These moves can be performed only when your super meter is charged.

Eyelaser



Motion ↵ ↓ ↵ MP or FP

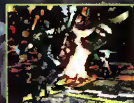
Note: This move can also be done in the air.

Invisible Attack



Motion → ↵ ↓ ↵ ← FK

Ultra Slice



Motion ↓ ↵ ← ↵ ↓ ↵ → FP

Triple Laser Storm



Motion ↵ ↓ ↵ QK, then motion ↓ ↵ → QP to throw the Laser Storms.

Killer Combos

Seven-Hit Combo

Jump in with FP, tap MP, motion ↵ ↓ ↵ MP, tap QP, motion ↵ ↓ ↵ FP

Nine-Hit Combo

Hold ←, tap FP, (→ FK), hold (↵ MK), tap (→ MK), QK, motion → ↵ FP

Ten-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Charge ← two seconds, tap (→ FK), MK, motion ↵

↓ ↵ MP, tap QK, motion ↓ ↵ ← ↵ ↓ ↵ → FP

Thirteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Hold ←, tap FP, (→ FK), hold ↵, tap MK, (→ MK), QK, motion ↓ ↵ ← ↵ ↓ ↵ → FP

Combo Breaker

Motion → ↓ ↵ P or K

Finishing Moves

Fire In the Sky



Motion ← ↵ ↓ ↵ → ← MP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



Ultra Combo



Motion → ↵ ↓ QK

Ultimate Combo



Fulgore's new turret-gun fatality is more graphic than before.

The Fighter's Edge

Special Moves

T. J. Tremor



Charge ← two seconds,
tap →, MK

Spin Fist



Charge ← two seconds,
tap →, QP

Roller Coaster



Charge ← two seconds,
tap →, MP

Double Spin Fist



Charge ← two seconds,
tap ←, MK

Powerline



Charge ← two seconds,
tap →, FP

Skull Crusher



Charge ← two seconds,
tap →, FK

Cyclone Punch



Hold FP, tap FP

Backward Roll



Tap ←, ←

Run Through



In close, charge ← two
seconds, tap →, QK

Fake Dizzy



Super Moves

These moves can be performed only when your super meter is charged.

Super Shadow

Roller Coaster



Motion ↓ ↘ ← → MP

Super Tremor



Motion → ↘ ↓ ↙ ← MK

Power Frenzy



Motion → ↘ ↓ ↙ ← → FP

Ultimate Combo



So you wanna go to da moon, Alice?

Ultra Combo



Killer Combos

Eight-Hit Combo

Charge ← two seconds, tap
(→ MK), hold ←, tap MP, (→
QP), hold ←, tap QK, (→ QP)

Eight-Hit Combo

Charge ← two seconds, tap
(→ MP), hold ←, tap FK, (→
MP), hold ←, tap FK, (→ MK)

Eight-Hit Super Combo

Note: Your super bar must be
charged to perform this combo.

Charge ← two seconds, tap
(→ FK), MP, motion → ↘ ↓ ↙
← → FP

Thirteen-Hit Combo

Hold →, tap FP, hold ←, tap
MP, QK, hold →, tap MP, QK,
FK, hold ←, tap (→ FP)

Combo Breaker

Tap ←, →, P or K

COMBO

Height: 6'1"
Weight: 220 lbs.
Age: 26

After a decisive victory over Riptor in the tournament, Combo attempted to destroy Ultratech. Caught as Ultratech is ripped into the past, Combo must escape before it's too late.

Finishing Moves

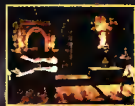
Reach for the Sky



T. J. Combo suffers from lead poisoning.

Special Moves

Tonfa Fire



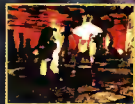
Motion ↓ ↘ → P

Flick Flak



Motion ↓ ↘ ↘ K

San



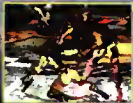
Motion ↓ ↘ ↘ FP

Overhead San



Motion ↓ ↘ ↘ MP for one hit. Motion ↓ ↘ ↘ FP, hold →, tap MP for two hits.

Tiger Slide



Motion ↙ ↘ ↘ K

Air Buster



Motion → ↓ ↘ K



ORCHID

Height: 5'7"
Weight: 125 lbs.
Age: 24

Eyedol's death by Orchid's hand freed massive energy, throwing Ultratech back in time. Now, 2000 years in the past, Orchid must face a new challenge and an even greater foe.

Killer Combos

Eight-Hit Combo

Motion ↙ ↘ ↘ FK, tap MP, motion ↓ ↘ ↘ MP, tap (→ MP), QP, motion ↓ ↘ ↘ FP

Nine-Hit Combo

Hold →, tap FK, motion ↓ ↘ ↘ MK, tap QK, motion ↓ ↘ ↘ MK, motion → ↓ ↘ ↘ ↘ FK

Eleven-Hit Super Combo

Note: Your super bar must be charged to perform this combo. Motion ↓ ↘ ↘ FK, tap (→ FP), motion ↓ ↘ ↘ MP, hold →, tap MP, FK, motion ↓ ↘ ↘ ↘ ↘ FK

Fourteen-Hit Combo

Motion ↓ ↘ ↘ MP, hold →, tap MP, QK, motion ↓ ↘ ↘ MK, tap QP, motion ↓ ↘ ↘ MK, motion → ↓ ↘ QK

Combo Breaker

Motion → ↓ ↘ P or K

Super Moves

These moves can be performed only when your super meter is charged.

Super Tiger



Motion ↓ ↘ ↘ MK

Gyro Kyaku



Motion ↓ ↘ ↘ ↘ ↘ ↘ FK

Ultra Combo



Motion ↓ ↘ ↘ QP

Finishing Moves

Blast Away



Motion → ↘ ↘ ↘ ↘ ↘ MK



Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

The Fighter's Edge



JAGO

Height: 5'9"
Weight: 190 lbs.
Age: 22

After destroying Fulgore, Jago is betrayed by his one-time master, the Tiger Spirit. The disguised demon lord used him to escape from the void, and now Jago swears vengeance.

Finishing Moves

Fireball Death

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



Motion → ↘ ↓ ↓ ← → MP

Special Moves

Wind Kick



Motion ↘ ↓ ↓ K

Ninja Slide



Motion ← ↓ ↘ K

Red Endokuken



Hold FP, motion ↓ ↘ →, release FP

Laser Blade



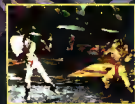
Motion ↘ ↓ ↓ FP

Endokuken



Motion ↓ ↘ → P

Fake Endokuken



Motion ↓ ↘ → QK

Super Moves

These moves can be performed only when your super meter is charged.

Super Endokuken



Motion → ↘ ↓ ↓ ← QP

Super Wind Kick

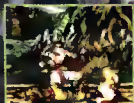


Motion ↓ ← ← MK

Super Sprite Attack



Motion ↓ ↓ ← → QK



Note: This diverts one-eighth of Jago's energy from his life bar to his red energy bar.

Super Tiger Thrasher



Motion ↓ ↓ ← ← ↓ ↓ → FP

Ultimate Combo



Jago tries out a new body-piercing technique.

Ultra Combo



Motion → ↓ ↓ QK

Killer Combos

Seven-Hit Combo

Motion ← ↓ ↘ MK, tap (→ FP), motion ↘ ↓ MK, tap FK, MK, motion ↘ ↓ MK, motion → ↘ QP

Eight-Hit Combo

Hold ↓, tap MK, motion ← ↓ ↘ MK, tap QP, motion ↘ ↓ MK, tap QK, motion ↘ ↓ MK, MP

Eleven-Hit Combo

Hold →, tap FK, motion ↘ ↓ MK, tap QK, FK, MK, motion ↘ ↓ MK, tap QK, motion → ↓ FP

Fourteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Hold →, tap FK, motion ↘ ↓ MK, tap QP, motion ↘ ↓ MK, tap QK, motion ↘ ↓ MK, motion → ↓ QP

Combo Breaker

Motion → ↓ P or K

Special Moves

Cold Shoulder



Motion ↓ ↘ → MP

Liquidize



Motion ↓ ↘ QK
Note: This move can also be done in the air.

Teleport Uppercut



Motion ↓ ↘ → MK or FK
Note: This move can also be done in the air.

Ice Grip



Motion ↓ ↘ → QP

Arctic Blast



Motion ↓ ↘ ← P

Ice Lance



Motion ↓ ↘ → FP

Super Moves

These moves can be performed only when your super meter is charged.

Super Breath



Motion → ↘ ↓ ↘ ← → FP

Super Arctic Storm



Motion ← ↘ ↓ ↘ → ← QP

Super Teleport Uppercut



Motion → ↘ ↓ ↘ ← → FK



GLADIUS

Killer Combos

Eight-Hit Combo

Hold ↓, tap MK, motion ↓ ↘ → MK, tap QP, motion ↓ ↘ → MP, tap QK, motion ↓ ↘ → FP

Nine-Hit Combo

Motion ↓ ↘ → MK, tap QP, motion ↓ ↘ → MP, tap QK, FK, MP, motion ↓ ↘ → QP

Twelve-Hit Combo

Tap (→ FP), motion ↓ ↘ → MP, tap QK, motion ↓ ↘ → MP, tap QP, FK, MK, motion ↓ ↘ → FP, motion ↓ ↘ → FK

Twelve-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Hold ↓, tap FK, motion ↓ ↘ → MP, tap QK, FK, MK, motion ↓ ↘ → QP

Combo Breaker

Motion ↓ ↘ → P or K

Ultimate Combo



Motion → ↘ ↓ ↘ ← → MK



Ultra Combo



Motion ↓ ↘ → QK

Finishing Moves

Freezer Burn



Motion → ↘ ↓ ↘ ← → ↘ ↓ ↘ ← QK

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

Height: Variable
Weight: Variable
Age: Unknown

Two millennia from now, a captured relative of Gladius's earns his freedom by slaying a fire being and escaping home. But now, in the past, a distress call has been received and Gladius must free his stranded kin.



The Fighter's Edge

SABREWULF

Height: 5'11"
Weight: 400 lbs.
Age: 46

Unwilling to succumb to the beast within him, Sabrewulf was badly beaten in the first KI tournament. Captured by Ultratech, he is driven berserk by their repairs and lives only to avenge himself.

Killer Combos

Eight-Hit Combo

Hold ↓, tap FK, ←, →, MP, QP, ←, →, MK

Nine-Hit Combo

Hold ↓, tap FK, ←, →, FP, MK, ←, →, MP, QP, ←, →, QP

Eleven-Hit Combo

Tap ←, →, MK, QK, FK, MK, ←, →, MP, QK, ←, →, FK

Twenty-Two-Hit Super Combo

Note: Your super bar must be charged to perform this combo.
Tap →, →, ←, ←, MP, QP, ←, →, MP, QP, FK, MK, motion → ↓ ↓ ← → FK, then walk in and motion → ↓ ↓ ← → FK

Combo Breaker

Tap ←, (→, P or K)

Ultimate Combo



Sabrewulf unleashes his kinetic energy on his foe.

Special Moves

Sabre Wheel



Tap ←, (→ MK)

Sabre Pounce



Tap ←, (→ FP)

Sabre Spin



Tap ←, (→ MP)

Sabre Howl



Tap ←, (→ QP), or motion ↓ ↓ ↓ QP

The Hop



Tap ←, ← or →, →

Note: Tap →, → to extend the Sabre Wheel and the Sabre Spin.

Fake Sabre Howl



Tap ←, (→ QK), or motion ↓ ↓ ↓ QK

Sabre Flip



Tap ←, (→ FK)

Super Moves

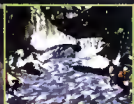
These moves can be performed only when your super meter is charged.

Super Sabre Stun



Motion → ↓ ↓ ← ← FP

Super Fireball



Motion → ↓ ↓ ← ← FP

Super Lupus Copy



Motion → ↓ ↓ ← ← FK

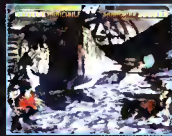
Ultra Combo



Hold ← two seconds, tap (→ QK)

Finishing Moves

Bat Attack



Hold OP for three seconds, release QP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



Special Moves

Skelesteiner



Motion ↓ ↘ → MP

Flame Blade



Motion ↓ ↘ → P

Skull Scrape



Hold ↓, tap FK

Run Attack



Tap ←, ← or →, →

Soul Drain



Motion ↓ ↘ → QP

Skeleport



Motion ↓ ← ← any K

Note: You need at least one skull to perform this move.

Skull of Opponent's Super Moves



Motion ↓ ↘ → QP

Power Down Air



Hold ←, tap QP

Note: You can absorb your opponent's fireballs and special moves.

Air Dive



During jump, hold ↓, tap FK

Fire Skull



Motion ↓ ↘ → K

Note: You need at least one skull to perform this move.

Killer Combos

Seven-Hit Combo

Motion ↓ ↘ → MP, tap QK, motion ↓ ↘ → MP, tap QP, motion ↓ ← ← FK

Seven-Hit Combo

Hold ↓, FK, hold →, tap FP, motion ↓ ↘ → FP, tap MP, motion ↓ ← ← MP

Eight-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↓ ← ← ↓ ↘ → FP, tap MP, motion ↓ ↘ → MP, tap QP, motion ↓ ↘ → FP, motion ↓ ↘ → MP

Thirteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↓ ↘ → MP, tap QK, FK, MK, motion ↓ ↘ → MP, tap QK, motion ↓ ← ← ↓ ↘ → FK

Combo Breaker

Motion ↓ ← ← P or K

Super Moves

These moves can be performed only when your super meter is charged.

Super Skull Replenished



Motion → ↘ ↓ ↓ ← ← MP or FP

Note: MP gives one skull, FP gives maximum skulls.

Super Fire Skull



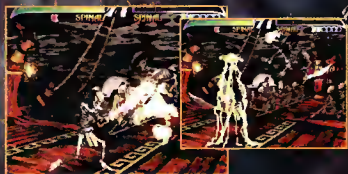
Motion ↓ ← ← ↓ ↘ → FK

Super Grim Reaper



Motion ↓ ← ← ↓ ↘ → FP

Ultimate Combo



Spinal's new Ultimate is electrifying.

Finishing Moves

Grab and Drop



Motion ↓ ↘ ↓ ↓ ↘ → QP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



Ultra Combo



Motion ↘ ↓ ↓ FP

SPINAL

Height: 5'5"
Weight: 110 lbs.
Age: 651

Although destroyed by Chief Thunder in the present, a younger Spinal exists in the past. Resurrected by Gargos and forced to serve him, Spinal goes up against the tyrant to win his freedom.

BACKGROUND FINISHING MOVES

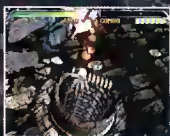
Almost every background in K1 2 is interactive. To knock an opponent off, or into, a background, finish them off in the right location with a combo or a move that knocks them into the air. Here are a few background fatalities.

Jago's Background



You can knock off your opponent at any place on the bridge.

Sabrewulf's Background



To send an opponent into the well, you must knock them through the wall to the right.

Tusk's Stage



Finish off your opponent in the center of the screen to send them to a fiery death.

GARGOS

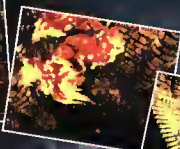
Gargos is the final boss. He can fly, shoot ground and air fireballs, and even regain his energy like Eyedol. Here are some basic strategies for fighting him.



When Gargos begins fire attacks, use your counterattack move. This scores you a free hit.



Avoid high-hitting combos when on the offensive - Gargos combo-breaks them at will, giving him a chance to regain his energy.

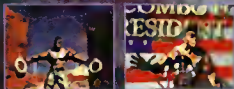


The only way you can defeat Gargos is by finishing him off with a combo that knocks him into the air. You still lose even if you have more energy when time runs out.

THE END?

A new twist has been added to the endings: How you defeat your arch-rival in the game determines your ending. For example, if Fulgore defeats Jago with a finishing move, his ending is different than if he defeats him normally.

COMBO



Having won the tournament and vanquished Gargos, Combo knows he can do anything. Rejected by modern society for cheating, Combo grabs the chance to win fame again – this time in the arena. Staying in the past, he puts his fighting skills to work and quickly becomes a great champion.

JAGO



Jago has risen to heights only a grand master can attain. After all the battles, Jago senses Fulgore has survived. He knows he must watch his back. The attack is quick to arrive, but the mysterious Orchid comes to Jago's aid once again, and Fulgore is destroyed. However, the new team must face a familiar enemy as Ultratech is rebuilt. The fight is not over yet.

ORCHID



Gargos is defeated, and the forces of good can rid the world of Ultratech. Cursing Orchid as he dies, Gargos reveals Jago is her brother, and they'll both soon be dead. Reaching beyond the grave, Gargos possesses Sabrewulf and attacks. However, Jago slays Sabrewulf, and the siblings return home to a new life.

FULGORE



Defeating Gargos opens the way toward a more robof-controlled Ultratech. Fulgore's task is incomplete, however, and his deadly nemesis is still alive. Jago and Orchid join forces and assail Fulgore, and the price is high. Fulgore's destruction at the hands of Jago and Orchid also seals the fate of Ultratech.

KIM WU



Her task as guardian complete, Kim can now return home. After a long trek back to her homeland, Kim is confident that she is safe from danger. Undefeated in combat, and with her enemies crushed, Kim has proven that she's the best guardian yet to bless her people.

SPINAL



Freed of the chains of slavery, Spinal relishes his freedom. He is unable to recover the artifact that summoned him, however, and contemplates his future. Lost, he goes to consult with his ancestors. During the ceremony, he learns one important lesson: Never leave your enemies alive.

GLACIUS



With Gargos defeated, Glacius starts the long search for his lost comrades. Frustrated, he resigns himself to a long trip home alone. Leaving Earth, his victory is hollow, as his mission is a failure and his people remain lost.

MAYA



After Maya saves her homeland from Gargos, her life in the rain forest can resume, and she finds a new admirer. The two are soon married. Their reign is a long and peaceful one.

TUSK



With this challenge successfully completed, Tusk thirsts once more for battle, and begins the arduous journey back to the arena. For now, at least, he lives only for the fight. Tusk goes on to become the greatest undefeated champion ever seen.

GAME ENHANCERS

Genesis (Game Genie)

Mortal Kombat 3

- DM2A-JA3Y** From the main menu, press Button A, Button B, or Button C twice to bring up each of the three secret menus.
- C5ZT-GA28** Player One takes all damage
- BWXT-KA62** First fight for Player One is against Shang Tsung
- B8XT-KA62** First fight for Player One is against Motaro
- HW1T-KAA4 +**
- BW1T-JAA6** All fights after the first are against Shang Tsung
- HW1TKAA4 +**
- B81T-JAA6** All fights after the first are against Motaro

Game Gear (Game Genie)

Captain America and the Avengers

- 019-67F-7FB** Start with very little energy on first life
- 32B-86F-7FB** Start with half energy after first life
- 108-89F-91D** Infinite lives

Ecco 2: The Tides of Time

- 0440-20B-C4A +**
- 884-22B-2A2 +**
- 004-27B-3BA** Start on DDD Swimming
- 144-20B-C4A +**
- 884-22B-2A2 +**
- 004-27B-3BA** Start on Vortex Queen
- 366-8C6-5DD +**
- 3E6-8E6-D56** Infinite air

Primal Rage

- 020-61D-E6E** Faster timer
- 001-9AE-3BA** Computer can't win a round
- 00E-05A-919** Invincible

Super NES (Game Genie)

Batman Forever

- A40A-AA9R** Infinite lives
- BD8T-AA9A** Use all the weapons without selecting them

Doom

- B0EA-B053 +**
- 62EA-B953** Start with mega health and armor
- E3EA-B153** Start with more ammo
- CD3-B17F** Heat vision/color blind mode
- D7CF-F953** Select "The Shores of Hell" or "Inferno" in any skill level

Judge Dredd

- EE63-1318** Start with all weapons and almost infinite ammo
- DB62-1A38** Start with nine lives
- EEA9-1CB7** Flash longer after getting hit
- De6D-C338** Start with very little energy on your first life
- DE3A-48B7** Start with very little energy after first life

Jungle Strike

- C2A9-4FA7** Infinite armor
- 7485-C701** Start with mega fuel
- B186-C7A1** Start with mega hellfires
- 748B-C4A1** Start with mega gun ammo
- 748B-CF01** Start with mega hydras

Mortal Kombat 3

- D421-1DD8** Press Select on main menu for Cooler Stuff option
- 6D37-CF02** Player Two takes all the damage
- CEBF-3FB7 +**
- BA23-3727 +**
- D6AE-4FFF +** Always fight Cyrax
- CEBF-3FB7 +**
- BA23-3727 +**
- D3AE-4FFF +** Always fight Smoke
- CEBF-3FB7 +**
- BA23-3727 +**
- FD4E-4FFF +** Always fight Shao Kahn

Ninja Gaiden Trilogy: Ninja Gaiden

- DD81-1F97** Infinite timer
- DBC5-4DF4** Start with nine lives
- C9C3-3FD2D** Infinite energy

Ninja Gaiden Trilogy: Ninja Gaiden II - The Dark Sword of Chaos

- DFB3-144F** Start with very little energy
- CB69-CD57** Infinite lives
- DDC4-1F47** Ninja stars don't use ninja power

Super Mario World 2: Yoshi's Island

- C2EE-649F** Infinite lives
- C23F-ADD0** Start timer doesn't decrease when hit
- CB8A-64D5 +**
- 108A-6405 +**
- 3C8A-6465** Always score 100 points
- C2C8-AA65** After using the magnifying glass, red coins and hidden items are always revealed
- 5E8A-AF7B** Red exclamation marks stay on for very long time

GAME ENHANCERS

Super NES (Game Genie)

AAAAH!!! Real Monsters

| | |
|-----------|----------------------------------|
| C282-04A7 | Infinite energy |
| DD8E-4DD7 | Infinite garbage |
| DDC0-3FDF | Infinite lives |
| DDAA-1464 | Infinite scares |
| 4D69-37BF | Start with 20 special scares |
| D4CB-A7DD | Most health power-ups worth more |

ActRaiser 2

| | |
|-----------|---|
| 9D27-4DD1 | Start with 50 lives on Easy |
| 9D27-4D61 | Start with 50 lives on Normal |
| 9D27-47D1 | Start with 50 lives on Hard |
| DD67-4468 | Infinite lives |
| 3C65-CFA8 | Infinite magic (must have one to cast) |
| C2B0-CF07 | Protection from most enemies |
| C2B2-C7D3 | Protection from some ground hazards |
| DBC0-37A7 | Small magic power-up adds nine |
| DBC9-3407 | Large magic power-up adds nine |
| FOC7-3D67 | Small health power-ups heal completely |
| FOC9-3FD7 | Medium health power-ups heal completely |
| FOC7-3FA7 | Large health power-ups heal completely |
| DDB3-C764 | All enemies take one hit to kill |
| DD33-476F | Infinite time |

Animaniacs

| | |
|-----------|---|
| DFC8-3DOC | Every coin gives you 999 saved slof rotations |
| CBBF-47DA | Super jump and float |
| D6BF-470A | |
| DFBF-476A | |

Bright of Fire

| | |
|------------|--|
| D9BF-CD69 | Create a new character that starts at level 5 |
| BBBF-CFD9 | Create a new character that starts with 153 maximum HP |
| BBBF-CF69 | Create a new character that starts with 153 HP |
| FF0BF-C469 | Create a new character that starts with 20 AP |
| F1B4-CD09 | Create a new character that starts with INT. at 22 |
| F1B4-CD69 | Create a new character that starts with agility at 22 |
| 46B4-CFD9 | Create a new character that starts with fate at 40 |
| 74BF-C7A9 | Create a new character that starts with strength at 50 |
| 74B4-CD69 | Create a new character that starts with vigor at 50 |

Castlevania: Dracula X

| | |
|-----------|-------------------------------|
| C96D-17FF | Infinite energy |
| 4929-1763 | Small hearts worth 2S |
| C9A6-3D94 | Item crash doesn't use hearts |
| 6D81-170F | Start with 99 hearts |
| C9AF-47A7 | Infinite lives |
| C969-CD2D | One hit and you're invincible |

Genesis (Game Genie)

Batman Forever

| | |
|-----------|---------------------|
| A40A-AA9R | Infinite lives |
| CDXA-AA3N | Infinite time |
| GJNT-AADE | Start with 50 lives |

Comix Zone

| | |
|-----------|----------------------------|
| 963B-4JAC | Ice Tea fully heals player |
|-----------|----------------------------|

The Death and Return of Superman

| | |
|-----------|--------------------------|
| ACDT-ANFE | Infinite lives |
| ACLT-ANLC | Infinite special attacks |

Dragon: The Bruce Lee Story

| | |
|-----------|---------------------------------------|
| ACPT-AAAB | Super power |
| 98AT TCAR | Standing weak kick does more damage |
| 977T TCWE | Standing weak punch does more damage |
| 978A TCC4 | Crouching weak kick does more damage |
| C38A V92T | Crouching weak punch does more damage |

Earthworm Jim 2

| | |
|-----------|--------------------------------|
| HFZW-LAFN | Start with 9000 bullets |
| K7ZW-L8FN | Start with mega ammo |
| REZW-J6T8 | Infinite lives |
| HF1C-LAH6 | Start with 900% health |
| 971C-LAH6 | Start with mega health |
| 971W-L8ET | Flash longer after getting hit |

Garfield: Caught in the Act

| | |
|-----------|-------------------------------|
| RHCA-E6Y2 | Infinite ammo when standing |
| RHCA-E6Y4 | |
| REYT-E61T | Infinite lives |
| REYT-E61W | |
| ADZT-EACC | Don't lose energy |
| RGZA-A6YJ | |
| RGZA-A6YL | |
| RHDT-A6T8 | One hit and you're invincible |
| RHDT-A6VA | |

Incredible Hulk

| | |
|-----------|---|
| ALVT-AAB2 | Level-select screen appears after you start |
| DVTV-AA9Y | Don't take damage as Hulk/Super Hulk |
| DVVR-AA6W | Don't take damage when "hulked out" |
| A4TT-AA46 | Don't lose health with time when "hulked-out" |
| ABDV-AAAB | No lives lost from running out of health |
| ABRB-AAAT | No lives lost from falling in water |
| ACTA-BA62 | Infinite transformation capsules |
| ACSA-BAB4 | Infinite time to defeat bosses |
| ABRV-AAFN | Guns have infinite ammo |
| BKJV-AAE6 | Can perform Super Hulk moves at 10% |
| BGAJ-BAEY | Start with nine lives |

Vectorman

| | |
|-----------|-------------------------------------|
| AXKT-AA8C | Infinite rocket-boost jumps |
| RORA-N60Y | Weapons don't run out |
| RGZA-A61L | All health power-ups max out health |
| AL8A-AA72 | Invincibility |
| F4PT-AA3T | Infinite time |
| C49T-AA28 | Infinite lives |
| BBMT-AAE6 | Start on Twist and Shout level |
| COMT-AAE6 | Start on bonus level |



Here are all the moves for the mutants in the Saturn version of the arcade fighting game!

By Major Mike



Colossus

Colossus Charge

Horizontal Charge:
Motion ↓ ↘ → QK

Diagonal Charge:
Motion ↓ ↘ → MK

Vertical Charge:
Motion ↓ ↘ → FK

Colossus Spin
Motion ↓ ↘ → P

Note: Tap P to spin your opponent faster.



Super Armor

Motion ↓ ↘ ← (QP MP FP)



Dive Bomb

Motion ↓ ↘ → (QP MP FP)



Cyclops

Optic Blast

Low Optic Blast:
Motion ↓ ↘ → QP

Standing Optic Blast:
Motion ↓ ↘ → MP

Angled Optic Blast:
Motion ↓ ↘ → FP
Note: The Optic Blast can also be done in the air.

Gene Splice

Motion ↓ ↘ ↘ P

Note: If you connect, continue to press Punch to chain the move into multiple hits.



Tracking Beam

Motion ↓ ↘ ← (QP MP FP)



Mega Optic Blast

Motion ↓ ↘ → (QP MP FP)



Iceman

Ice Ball

Near Ice Ball:
Tap (QP QK)

Mid Ice Ball:
Tap (MP MK)

Far Ice Ball:
Tap (FP FK)

Note: The Ice Ball can also be done in the air.

Ice Beam

Low Ice Beam:
Motion ↓ ↘ → QP

Horizontal Ice Beam:
Motion ↓ ↘ → MP

High Ice Beam:
Motion ↓ ↘ → FP

Note: The Ice Beam can also be done in the air.



Ice Fist

Motion ↓ ↘ ← (QP MP FP)



Arctic Attack

Motion ↓ ↘ ← (QP MP FP)

Note: This move can also be done in the air.



Omega Red

Drainer

Vertical Drainer:
Motion ↓ ↘ → FP

Diagonal Drainer:
Motion ↓ ↘ → MP

Horizontal Drainer:
Motion ↓ ↘ → QP

Note: When you grab your opponent with a Drainer, press Punch to drain their life bar or press Kick to drain their Mutant Bar.

Jumping Drainer

These moves are done while in the air.

Vertical Down Drainer:
Motion ↓ ↘ → FK

Diagonal Down Drainer:
Motion ↓ ↘ → MK

Horizontal Drainer:
Motion ↓ ↘ → QK

Note: When you grab your opponent with a Drainer, press Punch to drain their life bar or press Kick to drain their Mutant Bar.

Omega Strike

Vertical Omega Strike:
Motion ↓ ↘ → FK

Diagonal Omega Strike:
Motion ↓ ↘ → MK

Horizontal Omega Strike:
Motion ↓ ↘ → QK

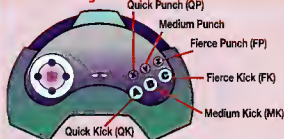


Omega Destroyer

Motion ↓ ↘ → (QP MP FP)



Controller Legend



K = Kick

P = Punch

Motion = Move the joystick in one smooth, continuous motion

Tap = Tap the indicated buttons or directions in sequence

Charge = Hold the direction or button indicated for the time indicated

() = Execute commands in parentheses simultaneously

The Basics

Running and Retreating

Tap →, → to run toward your opponent; tap ←, ← to retreat

Getting Up

To stand quickly after being knocked down, tap →, →, (QK MK FK), or tap ←, ←, (QK MK FK)

Super Jump

Quickly tap ↓, ↓, ↑, or press (QK MK FK)

Air Throws

To throw your opponent in the air, hit → and either Fierce button

Air Blocking

To block while in midair, press ←

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



Psylocke

Psi Flash

Diagonal Down Psi Flash:
Motion ↓ ↘ → QP

Horizontal Psi Flash:
Motion ↓ ↘ → MP

Diagonal Up Psi Flash:
Motion ↓ ↘ → FP
Note: The Psi Flash can also be done in the air.

Psi Blade

Motion ↓ ↘ → K
Note: This move can also be done in the air.

Level Two

Ninjutu

Motion ↓ ↘ ← P or K

Level Two

Psi Thrust

Motion ↓ ↘ →
(QP MP FP)

Note: This move can also be done in the air.



Sentinel

Rocket Punch

Diagonal Down Rocket Punch:
Motion ↓ ↘ → QP

Horizontal Rocket Punch:
Motion ↓ ↘ → MP

Diagonal Up Rocket Punch:
Motion ↓ ↘ → FP
Note: The Rocket Punch can also be done in the air.

Sentinel Force

Diagonal Down Drones:
Motion ↓ ↘ → QK

Horizontal Drones:
Motion ↓ ↘ → MK

Bomber Drones:
Motion ↓ ↘ → FK

Level Two

Sentinel Fly

Motion ↓ ↘ ← (QP MP FP)

Level Two

Plasma Storm

Motion ↓ ↘ → (QP MP FP)



Silver Samurai

Sword Slash

Tap P rapidly

Shuriken

Motion ↓ ↘ → P

Note: This move can be done in the air.

Level Two

Power Sword

Lightning Sword:
Motion ↓ ↘ ← QP

Ice Sword:
Motion ↓ ↘ ← MP

Fire Sword:
Motion ↓ ↘ ← FP

Level Two

Spirit Shadow

Motion ↓ ↘ → (QK MK FK)



Storm

All of Storm's moves can be done in the air.

Typhoon

Motion ↓ ↘ → P

Lightning Attack

Tap (K P) and move the joystick in the direction you want to attack



Spiral

Spiral Sword

Dancing Sword:
Motion ↓ ↘ ↓ ↘ ← (QP MP FP)

Single Sword Throw:
Tap P

Horizontal Group Sword Throw:
Motion ↓ ↘ → MP

Vertical Group Sword Throw:
Motion ↓ ↘ → FP

Level Two

Teleport

Switcheroo:
Motion ↓ ↘ ← QP

Drop From Above:
Motion ↓ ↘ ← MP

Level Two

Power Dances

Increase Strength:
Motion ↓ ↘ ← QK

Increase Speed:
Motion ↓ ↘ ← MK

Invisibility:
Motion ↓ ↘ ← FK

Level Two

Mega Morph

Motion ↓ ↘ → (QP MP FP)

Level Two

Storm Wind

Strong Wind:
Motion ↓ ↘ → (QK MK FK)

Vacuum Wind:
Motion ↓ ↘ ← (QK MK FK)

Storm Flight:
Motion ↓ ↘ ← (QP MP FP)

Level Two

Lightning Storm

Motion ↓ ↘ → (QP MP FP)



Wolverine

Drill Claw

Tap (K P) and move the joystick in the direction you want to attack

Tornado Claw

Motion ↓ ↘ → P

Note: If your move connects, continue to press Punch to chain the move into multiple hits.

Level Two

Mutant Speed

Motion ↓ ↘ ← (QP MP FP)

Level Two

Healing Factor

Motion ↓ ↘ ← (QK MK FK)

Level Two

Berzerker Barrage

Motion ↓ ↘ → (QP MP FP)

DARKSTALKERS

Moves

The Saturn has *Night Warriors: Darkstalkers' Revenge*, but the PlayStation has the original *Darkstalkers*! Here are the regular and super moves for each fighter.

By Major Mike

PlayStation



DEMITRI

Vampire



Teleport Dive Bomb
Motion ↓ ↓ ← K

Note: This move can also be done in the air.

Fireball
Motion ↓ ↓ ↓ P

Note: This move can also be done in the air.

Spinning Uppercut
Motion → ↓ ↓ P

Super Move

Shadow Beast
When in close, motion ↓ ↓ ↓ (LP MP HP)

FELICIA

Catwoman



Rolling Smash
Motion → ↓ ↓ ↓ P

Scratching Post
When in close, motion → ↓ ↓ ↓ ← K

Litterbox Kick
Motion ↓ ↓ ↓ K

Lunge Kick
Motion ← ↓ ↓ K

Rolling Slash
Motion ← ↓ ↓ ↓ P

Super Move

Rolling Fury
Motion ↓ ↓ → ← ← ↓ (LP MP HP)

ANAKARIS

Mummy



Retribution
When a fireball is close, motion → ↓ ↓ ← P to catch it

Fireball Spit
After doing a Retribution, motion → ↓ K to spit the fireball back

Grand Wrap
Motion ↓ ↓ → P

Pharaoh's Curse
During a jump, motion → ↓ ↓ ↓ P

Sarcophagus Smash
Tap (LP MP HP) for close smash; tap (LK MK HK) for far smash

Long Snake
Tap →, ←, →, P

Super Move

Pharaoh's Wrath
Tap →, LP, ↓, LK, MP

BISHAMON

Samurai



Impaler
Motion ← ↓ ↓ ↓ P

Rush Slash
When Impaler connects, motion → ↓ ↓ P

Spirit Hold
During a jump, motion ↑ ↗ → P

Long Strike
Charge ← one second, tap →, P

Low Strike
Charge ← one second, tap →, K

Retriever
When Impaler connects, motion → ↓ ← P

Super Move

Bushido Crush
Motion → ↓ ↓ ↓ P

Super Move

Super High Slash
Charge ← one second, tap →, ←, →, P

Super Move

Super Low Slash
Charge ← one second, tap →, ←, →, K

Controller Legend

K = Press any Kick button
P = Press any Punch button
L1 Button = Hard Punch
R1 Button = Hard Kick

Button □ = Little Punch
Button △ = Medium Punch
Button ○ = Medium Kick
Button × = Little Kick

Motion = Move the joystick in one smooth, continuous motion

Tap = Tap the indicated buttons or directions in sequence

Charge = Hold the direction or button indicated for the time indicated

() = Execute commands in parentheses simultaneously



Note: A super move can be done only when the Special Meter at the bottom of the screen is full.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



LORD RAPTOR

Super Move

Demon Drill

Motion → ↓ ↓ ← K rapidly

Super Move

Doppelganger

When in close, tap LP, LP, →, LK, HP

Zombie



Helicopter

Motion ↓ ↓ ← K

Note: This move can also be done in the air.

Hover

During a jump, tap →, → or ←, ←

Coffin Maker

When in close, motion → ↓ ↓ ↗ P

Hell Jump

Motion ← ↓ ↓ ↗ K

Super Move

Demon Blade

Tap →, ←, (LP MP HP)

Super Move

Hell Blast

Motion → ↓ ↓ ← K

MORRIGON

Succubus



Air Firebat

During a jump, motion ↑ ↗ → P

Shadow Blade

Motion → ↓ ↓ P

Firebat

Motion ↓ ↓ → P

Demon Blast

During a jump, motion ↓ ↓ ← K

Hell Ride

When in close, motion → ↓ ↓ ← P

SASQUATCH

Bigfoot



Frost Blast

Motion ← ↓ ↓ ↗ P

Ice Fortress

Tap ↓, ↓, (LP MP HP)

Ice Hammer

When in close, motion → ↓ ↓ P

Refreezer

When in close, motion ↓ ↓ ← K

Vortex Kick

Motion → ↓ ↓ K

Super Move

White Out

Motion ← ↓ ↓ ↗ (LP MP HP)



JON TAI BAIN

Werewolf



Diagonal Down Luna's Hammer

During a jump, motion → ↓ ↓ P

Blaze Kick

Tap ↓, ↑, K

Power Roll Throw

When in close, motion → ↓ ↓ ← K

Horizontal Luna's Hammer

Motion ↓ ↓ → P

Diagonal Up Luna's Hammer

Motion → ↓ ↓ P



Super Move

Horizontal Luna Sledge

Motion ← ↓ ↓ ↗ P

Super Move

Diagonal Up Luna Sledge

Motion ← ↓ ↗ P

Super Move

Diagonal Down Luna Sledge

During a jump, motion ← ↓ ↓ ↗ P

VICTOR

Frankenstein



Whirlwind Punch

Motion ↓ ↓ ← → P

Von Stomp

Motion ↓ ↓ ← K

Rush Punch

Charge ← one second, tap →, P

Dashing Knee

Tap ←, ↗, K

The Grab Shock

Grab opponent, then tap ↓, ↑, P

Power-Bolt Throw

Rotate the joystick 360 degrees, tap (LP MP HP)

Rush Kick

Charge ← one second, tap →, K

Super Move

Thunderstrike

Charge ← two seconds, tap →, (LP MP HP)

Super Move

Super Rush Punch

Charge ← two seconds, tap → (LP MP HP)



Saturn

Street Fighter ALPHA

PlayStation

Move List



Adon

Front Kick
Tap (↘ FK)

Jaguar Kick
Motion ← ↓ ↓ K

Jaguar Tooth
Motion → ↓ ↓ ← K

Jaguar Knee
Motion ↓ ↓ → P

Alpha Counter
Motion ← ↓ K

Super Moves

Jaguar Brood Assault
Motion ↓ ↓ → ↓ ↓ → P

Jaguar Revolver
Motion ↓ ← ↓ ← ↓ ← K



Akuma

Disturbed Chop
Tap (→ SP)

Spin Kick
Tap (→ FK)

Diving Kick
At the peak of jumping in, tap (↓ FK)

Fireball
Motion ↓ ↓ → P

Red Fireball
Motion ← ↓ ↓ → P

Air Fireball
While jumping, motion ↓ ↓ → P

Hurricane Kick
Motion ↓ ↓ ← K

Dragon Punch
Motion → ↓ ↓ P

Forward Roll

Motion ↓ ↓ ← P

Air Roll

Motion ↓ ↓ → ↗ P

Teleport

Motion → ↓ ↓ (JP SP FP) or (SK FK RK), or motion ← ↓ ↓ (JP SP FP) or (SK FK RK)

Alpha Counter

Motion ← ↓ ↓ K

Super Moves

Vacuum Fireball

Motion → ↓ ↓ ← ↓ ↓ ← ↓ ← P

Rising Dragon Wave

Motion ↓ ↓ → ↓ ↓ → P

Aerial Vacuum Fireball

While in the air, motion ↓ ↓ → ↓ ↓ → P



Charlie

Jumping Back Kick
Tap (→ FK) or (← FK)

Charging Side Kick
Tap (→ HK) or (← HK)

Sonic Boom

Charge ← two sec, tap →, P

Flash Kick

Charge ↓ two sec, tap ↑, K

Alpha Counter

Motion ← ↓ ↓ P

Super Moves

Sonic Blade

Charge ← two sec, tap →, ←, →, P

Somersault Justice

Charge ↓ two sec, tap ↓, ↓, ↑, K

Crossfire Blitz

Charge ← two sec, tap →, ←, →, K

Birdie



Chain Grab

Motion ← ↓ ↓ → ↗ P

Alpha Counter

Motion ← ↓ ↓ P

Super Moves

Leaping Chain Grab

Motion ↓ ↓ → ↓ ↓ → P or K

Mega Head-Butt Rush

Charge ← for two sec, tap →, ←, →, P

Head-Butt Charge

Charge ← two sec, tap →, P

Turn-Around Head-Butt

Hold any two punch or kick buttons, then release

Note: The longer you hold the buttons, the more damage you inflict.



M. Bison

Scissors Kick

Charge ← two sec, tap (→) K

Psycho Aura

Charge ← two sec, tap (→) P

Head Slomp

Charge ↓ two sec, tap (↑) K

Demon Flight

Charge ↓ two sec, tap (↑) P

Teleport

Motion → ↓ ↓ (JP SP FP) or (SK FK RK), or motion ← ↓ ↓ (JP SP FP) or (SK FK RK)

Alpha Counter

Motion ← ↓ ↓ P

Super Moves

Knee Press

Charge ← two sec, tap →, ←, (→) K

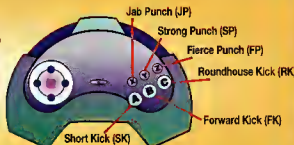
Psycho Crusher

Charge ← two sec, tap →, ←, (→) P

Controller Legend - Playstation and Saturn



- P = Any Kick button
- K = Any Punch button
- Motion = Move the joystick in one smooth, continuous motion
- Tap = Tap the indicated buttons or directions in sequence
- Charge = Hold the direction or button indicated for the time indicated
- () = Execute commands in parentheses simultaneously



Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.



Chun Li

- Heel Kick**
While in the air, hold ↓, tap FK
- Knee Flip**
Tap (↘ RK)
- Split Kick**
Motion → ↘ ↓ ↙ ↘ K
- Lightning Kick**
Tap K repeatedly
- Fireball**
Charge ← for two sec, tap →, P

- Vertical Spin Kick**
Charge ↓ for two sec, tap ↑, K
- Alpha Counter**
Motion ← ↙ ↓ K

Super Moves

- Thousand-Burst Kick**
Charge ← for two sec, tap →, ←, →, any K
- Spinning Shadow Kick**
Charge ↙ for two sec, tap ↘, ↙, ↑, K
- Power Storm**
Motion ↓ ↘ ↓ ↘ ↓ P



Dan

- Fireball**
Motion ↓ ↘ ↘ P
- Dragon Punch**
Motion → ↓ ↘ P
- Gale Kick**
Motion ↓ ↙ ↘ K
- Alpha Counter**
Motion ← ↙ ↓ K

Super Moves

- Vacuum Fireball**
Motion ↓ ↘ ↘ ↘ ↘ P
- Rising Dragon Wave**
Motion ↓ ↘ ↘ ↘ ↘ ↘ K
- Fury Kick**
Motion ↓ ↙ ↙ ↙ ↙ ↙ K



Ken

- Overhead Axe Kick**
Tap (→ SP)
- Ground Roll**
Motion ↓ ↙ ↘ P
- Fireball**
Motion ↓ ↘ ↘ P
- Hurricane Kick**
Motion ↓ ↙ ↘ K
- Dragon Punch**
Motion → ↓ ↘ P
- Alpha Counter**
Motion ← ↙ ↓ P

Super Moves

- Rising Dragon Wave**
Motion ↓ ↘ ↘ ↘ ↘ ↘ P
- Vertical Dragon Wave**
Motion ↓ ↘ ↘ ↘ ↘ ↘ K



Guy

- Overhead Slam**
Tap (→ SP)
- Elbow Drop**
While in the air, tap (↓ SP)
- Bushido Running Side Kick**
Motion ↓ ↘ ↘ FK
- Bushido Running Stop**
Motion ↓ ↘ ↘ SK
- Bushido Short Jump Kick**
Motion ↓ ↘ ↘ RK

- Bushido Leap***
Motion ↓ ↘ ↘ P
- Rising Spin Kick**
Motion ↓ ↙ ↘ K
- Alpha Counter**
Motion ← ↙ ↓ P

Super Moves

- Bushido Rage**
Motion ↓ ↘ ↘ ↘ ↘ ↘ K
- Bushido Jump**
Motion ↓ ↘ ↘ ↘ ↘ ↘ P

*Note: Tapping a punch button during the move causes Guy to perform the Drooping Elbow Attack. If Guy is above his opponent, tap Punch and he throws them.

Ryu



- Overhead Punch**
Tap (→, SP)
- Spin Kick**
Tap (→, FK)
- Fireball**
Motion ↓ ↘ ↘ P

- Hurricane Kick**
Motion ↓ ↙ ↘ K
- Dragon Punch**
Motion → ↓ ↘ P
- Alpha Counter**
Motion ← ↙ ↓ P

Super Moves

- Vacuum Fireball**
Motion ↓ ↘ ↘ ↘ ↘ ↘ P
- Vacuum Hurricane Kick**
Motion ↓ ↙ ↙ ↙ ↙ ↙ K



Sagat

- Low Tiger Shot**
Motion ↓ ↘ ↘ K
- High Tiger Shot**
Motion ↓ ↘ ↘ P
- Tiger Claw**
Motion → ↓ ↘ P
- Tiger Crush**
Motion → ↓ ↘ K
- Alpha Counter**
Motion ← ↙ ↓ K



Sodom

- Slide Kick**
Tap (↓ RK)
- Jitte Slice**
Motion → ↓ ↘ P
- Power Bomb**
Motion ↓ ↘ ↘ ↘ P
- Carpet Bomb**
Motion ↓ ↘ ↘ ↘ K
- Alpha Counter**
Motion ← ↙ ↓ K

Super Moves

- Mega Jitte Slice**
Motion ↓ ↘ ↘ ↘ ↘ ↘ P
- Mega Power Bomb**
Motion two 360-degree circles starting from any direction and press any punch button



Rose

- Slide Kick**
Tap (↘ FK)
- Soul Spark**
Motion ↓ ↘ ↘ P
- Soul Reflect (Absorb)**
Motion ↓ ↙ ↘ JP
- Soul Reflect (Horizontal)**
Motion ↓ ↙ ↘ SP

- Soul Reflect (Diagonal Up)**
Motion ↓ ↙ ↘ FP
- Soul Catch**
Motion → ↓ ↘ P
- Alpha Counter**
Motion ← ↙ ↓ P

Super Moves

- Aura Soul Spark**
Motion ↓ ↙ ↙ ↙ ↙ ↙ P
- Aura Soul Catch**
Motion ↓ ↘ ↘ ↘ ↘ ↘ P
- Soul Illusion**
Motion ↓ ↘ ↘ ↘ ↘ ↘ K



Sagat

- Low Tiger Shot**
Motion ↓ ↘ ↘ K
- High Tiger Shot**
Motion ↓ ↘ ↘ P
- Tiger Claw**
Motion → ↓ ↘ P
- Tiger Crush**
Motion → ↓ ↘ K
- Alpha Counter**
Motion ← ↙ ↓ K

Super Moves

- Tiger Genocide**
Motion ↓ ↘ ↘ ↘ ↘ ↘ K
- Tiger Cannon**
Motion ↓ ↘ ↘ ↘ ↘ ↘ P
- Tiger Raid**
Motion ↓ ↙ ↙ ↙ ↙ ↙ K

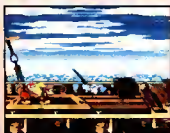
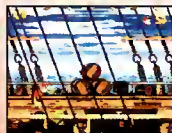
S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Donkey Kong Country 2: Diddy's Kong Quest

50 Lives and Play Without DK Barrels



Start a new game and at the gameplay-mode screen, keep pressing down until Music Test and Cheat Mode appear. Highlight Cheat Mode, then enter the following button presses:

50 Lives: Press Button Y, Button A, Select, Button A, Down, Left, Button A, Down

No DK Barrels: Press Button B, Button A, Right, Right, Button A, Left, Button A, Button X

Andy Bergstrom
Superior, WI

Genesis

Comix Zone

Invincibility



At the title screen, select Options, then select Jukebox. At the Jukebox menu, press Button C to play the tunes in the following order: 3, 12, 17, 2, 2, 10, 2, 7, 7, 11. When you start a game, you will be invincible.

PlayStation

Street Fighter Alpha

Play as Akuma, M. Bison, and Dan



To play as Akuma (Player One): At the player-select screen, Player One must press and hold Button L2 and move the cursor over the "?" box in the lower left corner. Then press Left, Left, Left, Down, Down, Down, and simultaneously press Button □ and Button △. Akuma should appear in the box.

Player Two: At the player-select screen, Player Two must press and hold Button L2 and move the cursor over the "?" box in the lower right corner. Then press Right, Right, Right, Down, Down, Down, and simultaneously press Button ○ and Button ×.



To play as M. Bison (Player One): At the player-select screen, Player One must press and hold Button L2. Move the cursor over the "?" box in the lower left corner and press Left, Left, Down, Down, Left, Down, Down, then simultaneously press Button □ and Button △.

Player Two: At the player-select screen, Player Two must press and hold Button L2. Put the cursor over the "?" box in the lower right corner and press Right, Right, Right, Down, Down, Right, Down, Down, then simultaneously press Button ○ and Button ×.



To play as Dan (Player One): At the player-select screen, Player One must press and hold Button R2 or Button L2. Put the cursor over the "?" box in the lower left corner and quickly press Button △, Button □, Button ×, Button ○, and Button △.

Player Two: At the player-select screen, Player Two must press and hold Button R2 or Button L2. Put the cursor over the "?" box in the lower left corner, then quickly press Button △, Button □, Button ×, Button ○, and Button △.

Win a Free Game from **GAMEPRO**

Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it back to *GamePro* by May 31, 1996. You'll be entered into a contest to win the video game of your choice. Ten runners-up will win the strategy guide of their choice from Infotainment World Books.

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1) Please indicate whether you read and/or how useful you found each of the following articles from the April issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you **did not read** the article. If you read any part of the article, please let us know how useful it was by circling "5" for "very useful" to "1" for "not at all useful."

| | | |
|---|-------------------|-----------|
| The Cover | All / Some / None | 5 4 3 2 1 |
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| Buyers Beware | All / Some / None | 5 4 3 2 1 |
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| GamePro Online | All / Some / None | 5 4 3 2 1 |
| The Cutting Edge | All / Some / None | 5 4 3 2 1 |
| GamePro Labs | All / Some / None | 5 4 3 2 1 |
| 64 and Counting: What Happened to the Nintendo 64? | All / Some / None | 5 4 3 2 1 |
| The 16-bit Survival Guide | All / Some / None | 5 4 3 2 1 |
| Overseas Prospects | All / Some / None | 5 4 3 2 1 |
| Sneak Previews | All / Some / None | 5 4 3 2 1 |
| PC GamePro | All / Some / None | 5 4 3 2 1 |
| Hot at the Arcades | All / Some / None | 5 4 3 2 1 |
| PlayStation ProReviews | All / Some / None | 5 4 3 2 1 |
| Saturn ProReviews | All / Some / None | 5 4 3 2 1 |
| 3DO ProReviews | All / Some / None | 5 4 3 2 1 |
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Saturn

Street Fighter Alpha

Play as Akuma, M. Bison, and Dan



To play as Akuma (Player One): At the player-select screen, Player One must **press and hold the top L button**. Move the cursor over the "?" box in the lower left corner, then **press Left, Left, Left, Down, Down, Down**, and **simultaneously press Button X and Button Y**. Akuma should appear in the box.

Player Two: At the player-select screen, Player Two must **press and hold Button L**. Move the cursor over the "?" box in the lower right corner. **Press Right, Right, Right, Down, Down, Down**, then **simultaneously press Button A and Button B**.



To play as M. Bison (Player One): At the player-select screen, Player One must **press and hold the top L button**. Move the cursor over the "?" box in the lower left corner and **press Left, Left, Down, Down, Left, Down, Down**, then **simultaneously press Button X and Button Y**.

Player Two: At the player-select screen, Player Two must **press and hold the top L button**. Move the cursor over the "?" box in the lower right corner and **press Right, Right, Down, Down, Right, Down, Down**, then **simultaneously press Button A and Button B**.



To play as Dan (Player One): At the player-select screen, Player One must **press and hold the top L and R buttons**. Put the cursor over the "?" box in the lower left corner and quickly **press Button Y, Button X, Button A, Button B**, and **Button Y**.

Player Two: At the player-select screen, Player Two must **press and hold Button R and Button L**. Put the cursor over the "?" box in the lower left corner, then quickly **press Button Y, Button X, Button A, Button B**, and **Button Y**.

Saturn

X-Men: Children of the Atom*

Play as Akuma



Player One: Put the cursor on Spiral and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Silver Samurai, Psylocke, Colossus, Cyclops, Wolverine, Omega Red, then stop on Silver Samurai. Hold the cursor on Silver Samurai for three seconds, then **simultaneously press Button A, Button C, and Button Z**. Akuma will drop down from above.

Player Two: Put the cursor on Storm and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, then stop on Spiral. Keep the cursor on Spiral for three seconds, then **simultaneously press Button A, Button C, and Button Z**. Akuma will drop down from above.

Saturn

High Velocity

Hidden Cars



At the car-select screen, **press Right** until you reach car "F." Then **press and hold Button L, Button R, and Button Y**. With these buttons held down, **press Right**. Now you can select a new car, "G" – the Porsche. You can also select another hidden car, a truck, by **simultaneously pressing and holding Button L, Button R, and Button Y**, and **pressing Right** again.

*Note: These tricks were tested on an early version of the game and are subject to change.

First prize.

Torque converter drive,
5 HP engine, ultra-responsive
disc brake. Ackerman steering,
spring suspension on front wheels
to take the bumps, high
flotation rear tires
for off-road
greatness!
Hot fun!

Second
prize.



3. THUNDERBIRD H.P. engine, big 400 x 8" steel wheels, shocks on front and rear smooth the bumps, remote fuel tank, extra thick foam seat. *It's a bird that won't quit!*

Third prize

THESE COULD BE YOUR

COOL WHEELS

GAME RULES: Under the puzzle, you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use one word once. At the bottom of the entry, you will find a word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled squares. The word clue letter can only be used on the line next to it. All words in the list are not used. You may photocopy this puzzle and coupon for your friends to enter.

WHAT YOU CAN EXPECT: After this entry you will receive one elimination game at \$4.00. The tie breaker will be \$2.00. Subsequent tie breakers will be free. Tie breakers will be played until only one person remains. The puzzles will increase in difficulty each time.

All Entrees must be Postmarked by 5-31-96.

Yes. Enter my puzzle in the 1-2-3 Go-mobile Contest!
Here is my \$4.00 Entry fee.

Send cash, check, or money order - U.S.Currency Only (no coins) to:

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| | | O | C | | | | | | | |
| | | | A | | | | | | | |
| O | C | E | N | A | | | | | | |
| | | | U | | | | | | | |

WORD CLUE

| | | | |
|-------|-------|--------|-------|
| daily | arbor | dairy | wreck |
| totum | dance | sealed | ahead |
| ocean | prism | totem | melt |
| creek | breed | venue | green |

WORD CLUE:

What one
does while
asleep.

Super NES

Mechwarrior 3050

Play as an Enemy Mech, Passwords for Unlimited Ammo and Invincibility, and Level Passwords



Play as an enemy mech: At the Tiburon logo screen, **press Down, Button A, Button X**. Then enter the following password at the Password screen: **XTRM3K**. Now you can select from several enemy mechs.

Unlimited ammo: **M1R0G3**

Invincibility (this password works only after the Unlimited Ammo and all level passwords have been entered): **MKWFLI**

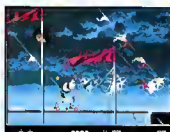
Level Passwords

Mission 1: **BM8RMN**
Mission 2: **65C816**
Mission 3: **B1GBND**
Mission 4: **FSPRNG**
Mission 5: **YHWX11**

Genesis

Vectorman

See Vector Numbers, Five Little Dots, Slow Down When Hit, and Skip to Stage 5



To perform the following tricks, start a game and pause it. Then, while the game is paused, enter any of the following cheats:

See vector numbers: **Press Button B, Button A, Left, Down**

See different vector numbers: **Press Button B, Button A, Left, Left**

Put five little dots around Vectorman: **Press Button A, Button B, Button A, Button C, Button A, Button B, Button B**

Slow down when hit: **Press Down, Right, Button A, Button C, Up, Left, Button A**

Skip to Stage 5: When the game starts and Vectorman is teetering on the Sega logo, jump under the logo and shoot it 24 times. Then jump up and hit his head on it 12 times. Now, you play a bonus game where letters fall from above. Catch 90 letters and you start the game at Stage 5.

PlayStation

Novastorm

Stage Select



When you lose your last ship and if you make the High Score screen, enter the name **TWIRLY** and leave a space after it. Then press Start. You see a winged symbol at the main menu. Highlight the symbol and press Start. A level-select option appears.

Super NES

Urban Strike: The Sequel to Jungle Strike

Password



This password takes you to the end credits: **D63PMJTKHNY**

GAMEPRO HOT PICKS '96

GamePro's Cheats!

The Official Guide to Genesis and SNES



By Chris Strodder and Tom Russo

Written by two of GamePro's editors, this book gives you over 140 pages stuffed full of the tips, tricks, codes and cheats you need to beat your friends and become the ultimate gamer!

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This exciting collection was written, developed and tested by two top-notch editors of GamePro and includes code that have never been seen before. This 160-page guide is indispensable if you want to master the game (or just cheat your way to the top).

\$9.99 Code: BK-0798 SNES, Genesis

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SNES, PC CD-ROM

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\$10.99 Code: BK-0593
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Game Boy, Game Gear

Batman Forever Official Player's Guide



By Corey Sandler

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PlayStation

Zero Divide

Tiny Phalanx Game and Watch Mode



Tiny Phalanx game: To play a small version of the shooter Phalanx, turn the game on and wait for the Zoom logo. At the Zoom logo, **press and hold Start and Select on Controller Two**. Now you can play Tiny Phalanx!

Watch mode: To watch two computer-controlled opponents fight each other at the title screen, **press and hold Buttons L1, L2, R1, and R2**. With 1 Player highlighted, **press and hold Down**. The cursor should be on VS Play. **With the four buttons and Down still held down, press Start**. Now you can pick any two fighters you want and watch the computer fight it out.

Super NES

Ignition Factor

Skip to Stages 2 and 3, and Special Bonus Mission



To start at Stage 2: At the title screen, move the cursor to Game Start. Then **press and hold Button R on Controller Two and press Start on Controller One**.

To start at Stage 3: At the title screen, move the cursor to Game Start. Then **press and hold Button L on Controller Two and press Start on Controller One**.

Go to the special bonus mission: At the title screen, move the cursor to Game Start. Then **press and hold Button R and Button L on Controller Two and press Start on Controller One**.

Super NES

Castlevania: Dracula X

Passwords



Stage 2

Line 1: Blank, Holy Water, Axe
Line 2: Axe, Axe, Axe
Line 3: Axe, Holy Water, Holy Water

Stage 3

Line 1: Holy Water, Blank, Blank
Line 2: Axe, Axe, Blank
Line 3: Blank, Holy Water, Holy Water

Stage 4

Line 1: Axe, Axe, Axe
Line 2: Blank, Holy Water, Holy Water
Line 3: Axe, Heert, Heart

Stage 6

Line 1: Holy Water, Axe, Axe
Line 2: Holy Water, Blank, Holy Water
Line 3: Axe, Holy Water, Blank

Stage 7

Line 1: Holy Water, Holy Water, Holy Water
Line 2: Axe, Blank, Heert
Line 3: Blank, Blank, Axe

Saturn

Clockwork Knight 2

Level Select and Go to the End

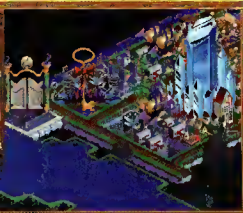


Enter these cheats at the title screen when the words "Press Start Button" are flashing.

Stage select: **Press Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**

Go to the end of the game: **Press Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down**

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PlayStation

Thunderstrike 2

Passwords



Note: 0 is a zero; o is the letter o

South America

- Level 1: 0NHV0V6VEBDU55Q
 Level 2: 2NH70V9VEFDQ592
 Level 3: 7RH30V7AEFD64BI
 Level 4: 8NH30V8EEJD24PI

Gulf 2 - Oil Dispute

- Level 1: VNBR0V0E6JDE531
 Level 2: 0RHV0U066NDA53A
 Level 3: IFHD0U0U6RDM5P2
 Level 4: NJHP0UKE6VDI5BI

Stealth

- Level 1: 07HP0U0QAUDE45A
 Level 2: U7HL0UNIAUDA5RA
 Level 3: AFHP0UKUA2DM4HI

Central America

- Level 1: FJBL0UGII2CE4KI
 Level 2: G7HH0U72I2CA5R2
 Level 3: 2BHP0URQI6CM58A

South China Sea

- Level 1: KRG50URQ26GE4J2
 Level 2: 0RGL0UTI3AGA5UI
 Level 3: FRG951CM3EGM52I

Panama

- Level 1: 93G5SD9UNGGE40A
 Level 2: VV55HUENNGGA4SQ
 Level 3: JNGH4CPUNKGM5TI

Eastern Europe

- Level 1: L3GG4406V0EE5RI
 Level 2: F7GK5S2QV0EA41A
 Level 3: 27GK50UMV4EM58Q

Gulf 1 - Canyon

- Level 1: 7FGK48T6R8ME4NI
 Level 2: 8JGK48VUR8MA5JQ
 End: T7GK28U2SCMM40I

Super NES

Frantic Flea

Passwords

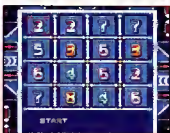


- Zone 1, Level 1: CLQCK
 Zone 1, Level 2: ZMTET
 Zone 1, Level 3: GPPQW
 Zone 2, Level 1: DJQCT
 Zone 2, Level 2: WLCSN
 Zone 2, Level 3: RLHQZ
 Zone 3, Level 1: JMGVB
 Zone 3, Level 2: NRWPC
 Zone 3, Level 3: MDWQL

Super NES

Mega Man X3

Password



Enter this password and Mega Man will be on the last level with the E-tanks, weapons, heart containers, mech. letters, and all the regular adaptations:

6164
 4155
 6872
 3116

Gary Loyola
 Nov, MI



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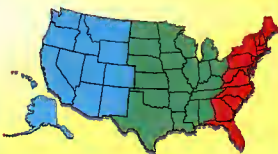
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Saturn

Thunderstrike 2

Passwords



Note: 0 is a zero; o is the letter o

South America

- Level 1: J6HH1FC5VBDVSIQ
- Level 2: JVV11NC7CBDVR0Q
- Level 3: JV41URC7TBDV1PQ
- Level 4: J1M1URC9MBDVV4I

South America - Stealth

- Level 1: J9U9U3CRNFDFS9Q
- Level 2: J94PUNCQ8FDRK2
- Level 3: J819V7CSFFDF141

Panama Canal

- Level 1: JSFFVMCV0JCFPSF2
- Level 2: JSQ9SUCUJCFRT2
- Level 3: JJ19S6K13JCF0TQ

Central America

- Level 1: J1oPT3C05NAFTPQ
- Level 2: J1T9TBCJ8NAFRT2
- Level 3: J15PTNCLGNAF162

Eastern Europe

- Level 1: JLo8QF4NEREFS61
- Level 2: JK6KRVCPMREFRVA
- Level 3: JNB4RDKB1REF1LQ

Gulf 1 - Capture

- Level 1: JNV4RBSAAVMFSK2
- Level 2: JN64RNSCNVMFQ2Q
- Level 3: JM44RNSF2VMF1AQ

Gulf 2 - Oil Dispute

- Level 1: JPL4RNCF236FSQ2
- Level 2: JPRKRNCGH36FRDA
- Level 3: JB1KRND2B36F0DQ
- Level 4: JAN4RND5K36FU11

South China Seas

- Level 1: JB34RND5866FTK2
- Level 2: JAI4RND5K66FS4I
- Level 3: JDBKRND7A66FR5I
- End: JA943ND9U66FINI

PlayStation

WWF WrestleMania: The Arcade Game

Unlimited Combos



At the character-select screen, press and hold Button R2 and Button L1. Then, while still holding these two buttons, press Button □, Button ×, Button ○, and Button △. The word "Combo" will appear under your character. Now the combo meter never runs dry!

Super NES

Pocky & Rocky 2

Passwords



- Stage 3: V3BX
- Stage 4: F87N
- Stage 5: S2YP
- Stage 6: 6DZ4

- Stage 7: TR5C
- Stage 8: GZLR
- Stage 9: 5K0Q

PlayStation

In the Hunt*

Extra Continues



When all your continues are used up and your last sub has just been destroyed, press and hold Button △ and Select. Then, with these two buttons still held down, press Start. You will get five more continues.

*Note: These tests were done on an early version of the game and are subject to change.

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